

The Best Selling Unofficial N64 Magazine!

TOTAL 64

ESSENTIAL READING FOR THE NINTENDO GENERATION

EXTREME-G 2

Exclusive review! The sequel to Acclaim's futuristic racer.

WCW VS. NWO: REVENGE

We grapple with the UK's first review!

Also in this issue:

- PERFECT DARK
- SUPERMAN
- GT WORLD
- ROADSTERS '99
- RAYMAN 2
- WORMS 2
- 64DD
- RAINBOW SIX
- GHOULS 'N GHOSTS 64

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BUCK BUMBLE
POSTER**



TOTAL 64

Volume 2 Issue 9 (No. 21)



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09

Printed in England

REVIEWS

- EXTREME-G 2 ■ WCW VS. NWO: REVENGE ■ GLOVER ■ PENNY RACERS
- 1080° SNOWBOARDING ■ NFL BLITZ ■ NASCARS '99 ■ GUIDE GEX 64
- TUROK 2 ■ BODY HARVEST ■ STARSHOT ■ V-RALLY '98 ■ WIPEROUT 64
- HYBRID HEAVEN ■ CASTLEVANIA ■ FIFA '99 ■ RAT ATTACK

PREVIEWS

64-MATIONS



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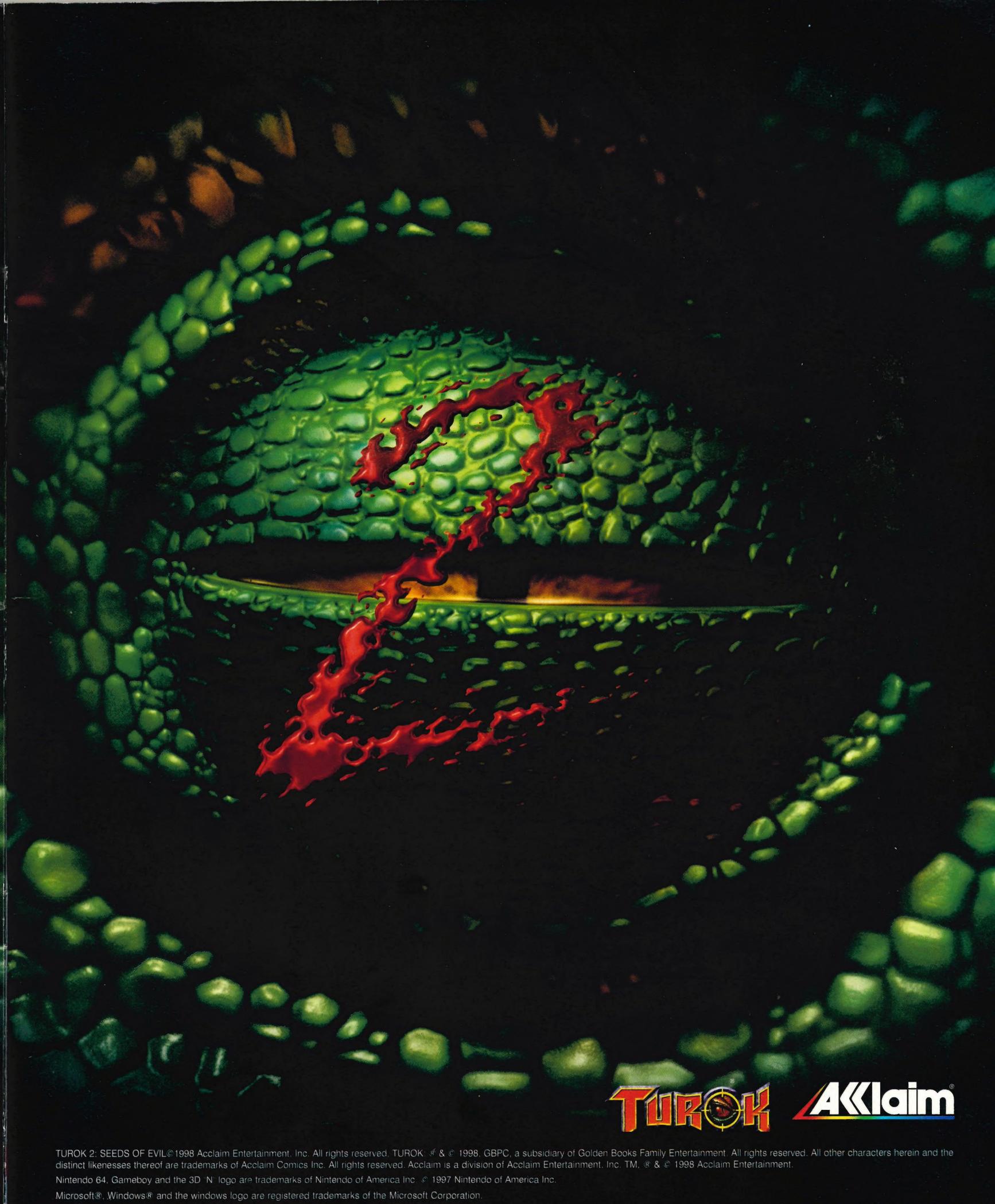
The Monster sleeps...

Until October



GAME BOY®





TUROK

Acclaim

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ESSENTIAL READING FOR THE NINTENDO GENERATION

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If you drink Pepsi Max and wear baggy slacks, this could be right up your slope. The thrill-seeking danger sport slides in for another appearance.



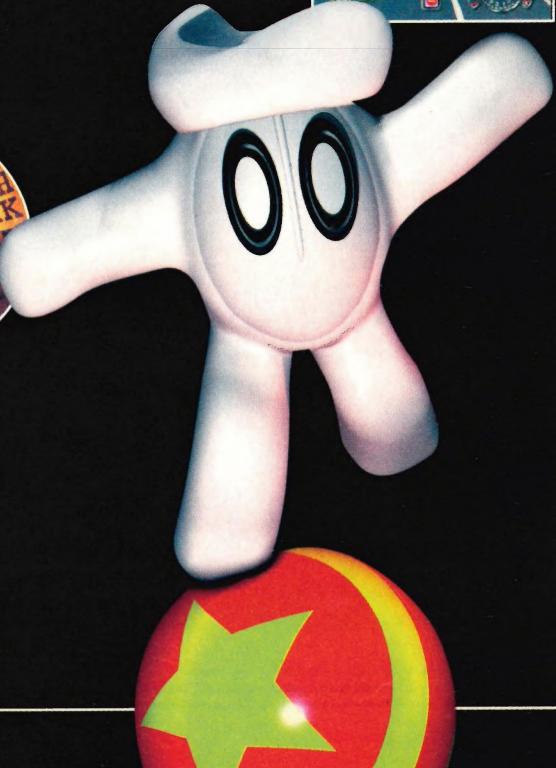
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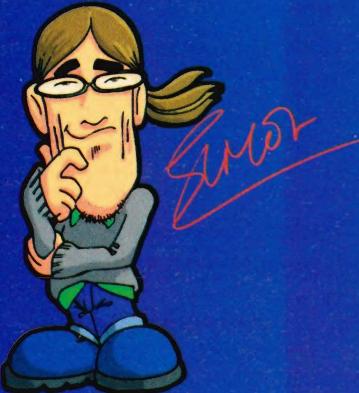


EDITORIAL

"What's going on? Where's the ECTS report?" I hear you ask. Well, it's this simple - we all traipsed along to the show, checked out all of the fine wares and then came to the conclusion that very little, if anything, was actually new to us (and that means you too, if you have been reading *TOTAL 64* for some time - and if not, why not?) So if you are still bursting to know what was there, then read this mag! Virtually every page is dedicated to what was in the show and all the games that we know that you are dying to read about, so you should think of *TOTAL 64* as the complete guide to everything in the world of Nintendo.

Aside from ECTS, there have been a number of top titles popping onto our desks, not least our exclusive reviews of *Extreme-G 2* and *Penny Racers*. We've also included the first review of *WCW vs NWO: Revenge*, which should make all you grapple fans happy. Elsewhere, you'll find an update on *Turok 2*; we're hoping that Acclaim will have a finished version of the game next month so that we can actually tell you whether the multiplayer game will rival the great Golden one. Anyone who is anyone already knows that the one-player game itself is superb, but the multiplayer game - that's a different story...

Until next month then, when the festive season will be upon us - remember, it's not just Santa Claus that delivers the best presents... Expect something very phat indeed...



NEWS

STOP PRESS

64DDead!

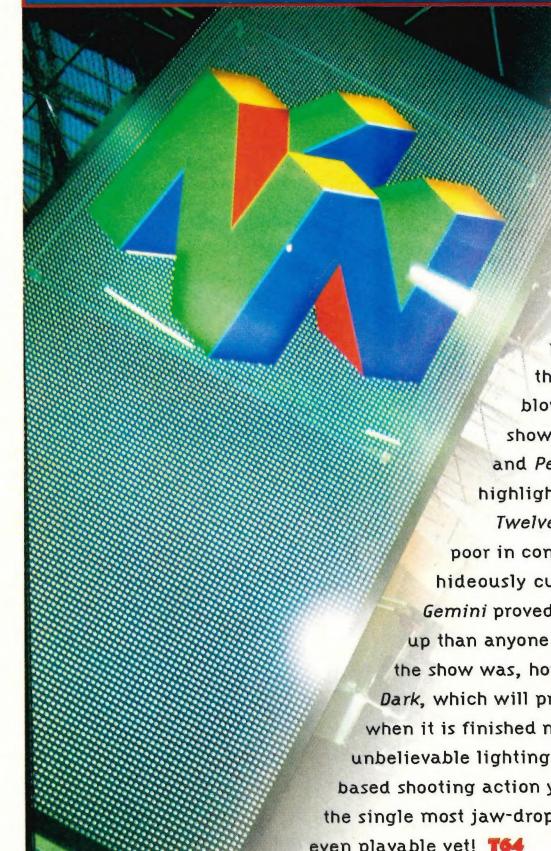
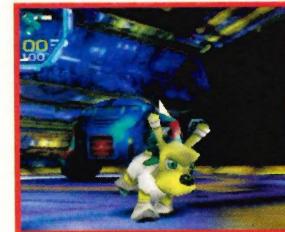
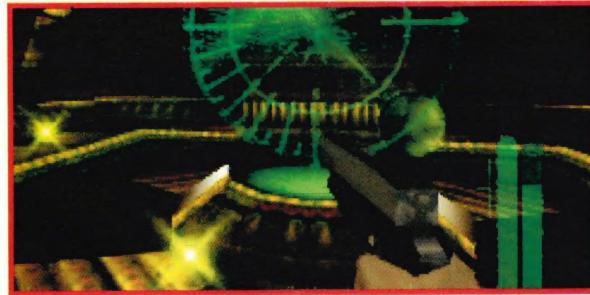
At ECTS last month, Howard Lincoln, President Of Nintendo Of America, confirmed what we have suspected for some time – that the 64DD will never be released in Europe or America. Before you start crying however, ponder the man's reasoning. With cartridges expanding all the time, and the new 4MB expansion pak, there is no need to make N64 owners pay out for an expensive add-on which will not make the N64 much more powerful than it already is. Plus, the main reason for the DD – cheaper games – is no longer relevant, due to falling cartridge prices. Nintendo will not rip you off by selling you an expensive add-on you don't need! The N64 has reached its next stage in game development, with the likes of *Body Harvest*, *Perfect Dark*, *Turok 2* and *Zelda* blowing anything on the PC, PlayStation and probably the Dreamcast out of the water. Add-ons have never been successful before and Nintendo have wisely decided that this will still hold true in today's marketplace. **T64**



Rare make a stand at ECTS!

Our planned ECTS feature this month was chuck out the window when we realised that we had previews or reviews on every game that was worth anything this month anyway. There were three exceptions however. In amongst the worst Sony showing of all time and a plethora of scantily-clad ladies, were three games that were absolutely mind-blowing: TOTAL 64 was treated to a private showing of *Twelve Tales*, *Jet Force Gemini* and *Perfect Dark* – and they were easily the highlight of the show.

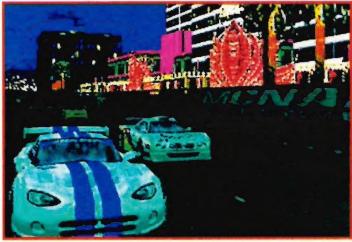
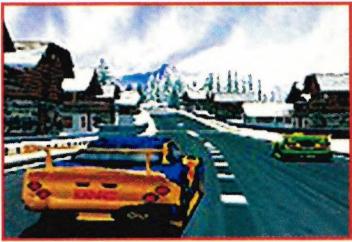
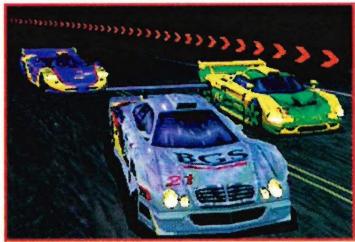
Twelve Tales actually made *Banjo-Kazooie* look poor in comparison, with unbelievable graphics and hideously cute platform romping, while *Jet Force Gemini* proved itself to be a far more frantic shoot-'em-up than anyone had any right to believe. The real gem of the show was, however, Rare's *Goldeneye* sequel, *Perfect Dark*, which will probably be the greatest game of all time when it is finished next year. High-end PC quality graphics, unbelievable lighting effects, and the most incredible stealth-based shooting action you have ever seen combined to make it the single most jaw-dropping thing at the show... and it is not even playable yet! **T64**





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GRAN TURISMO IN HI-RES!

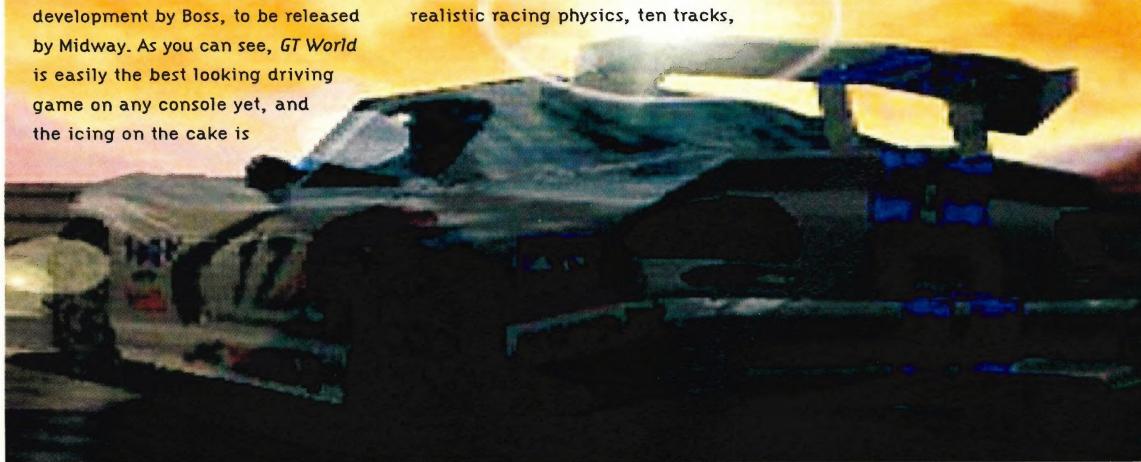


The disappointment of Infogrames' average *GT64: Championship Edition*, and the shadow that the PlayStation's version of *Gran Turismo* casts over the N64 will be cast away early next year with *GT World*, a game in development by Boss, to be released by Midway. As you can see, *GT World* is easily the best looking driving game on any console yet, and the icing on the cake is

an optional hi-res mode that will not need the N64's 4MB memory pak to run!

Boss are promising us that the game will feature more than eight cars on screen at any one time, maintaining a high framerate, realistic racing physics, ten tracks,

each with several variations and a mirror mode, and loads of special effects including real-time lighting, reflection mapping and skid marks – oo-er! Obviously, we'll be first with any available news whenever it breaks! **T64**



OOOHHH, GEOFFREY

We may have arguably the finest first-person shoot-'em-ups of any console on the N64, with *Goldeneye* and *Turok 2*, but it is great to hear that one of the most eagerly awaited PC games, *Rainbow Six*, which takes the form of a far more advanced version of, say *Quake 2*, running on a similar engine, is to be ported over to the N64! News is very limited at the moment, but here is an early screenshot to whet your appetites. **T64**



EXTREME ATOMIC



Nintendo have just released an Extreme Green range of controllers in the US. As the name suggests, these are a garish green colour, as well as transparent! Of course, the colour is the only way in which it differs from any other joypads, but damn isn't it cool? In a minty-fresh type of way! If green is not your thing, then would-be N64 owners will be able to buy a special Atomic Purple N64 pak, which include an N64, a grey controller and a transparent purple controller. These are only planned for release in the US so far, and we Europeans can but hope! **T64**



UK RELEASE DATES

PAL

November 1998

Extreme-G 2 (Acclaim/Probe)
 Body Harvest (Midway/DMA Design)
 Glover (Hasbro/Interactive Studios)
 F-Zero X (Nintendo)
 Space Station: Silicon Valley (Take 2/DMA Design)
 Fox Sports College Hoops '99 (Fox Sports/Z-Axis)
 Turok II: Seeds of Evil (Acclaim/Iguana)
 WCW/NWO Revenge (THQ/Asmik)
 S.C.A.R.S. (Ubi Soft/Vivid Image)
 Earthworm Jim 3D (Interplay/Vis Interactive)
 NBA Jam '99 (Acclaim/Iguana West)
 Milo's Astro Lanes (Crave/Player 1)
 NBA Live '99 (EA Sports)
 Wipeout 64 (Psygnosis)
 Star Wars: Rogue Squadron (LucasArts/Factor 5)
 Superman: The Animated Series (Titus)
 Top Gear Overdrive (Kemco/Snowblind)
 Tonic Trouble (Ubi Soft)
 Air Boardin' USA (Ascii/Human Entertainment)
 FIFA '99 (EA Sports/EA Canada)
 The Legend of Zelda: The Ocarina of Time (Nintendo)
 Micro Machines V3 (Midway/Codemasters)
 VR Pool 64 (Crave Entertainment/Celeris)
 DexDrive (InterAct)
 NHL Breakaway '99 (Acclaim/Iguana West)
 Rat Attack (Mindscape/Pure)

FIGHTING FARCE!



Fidos Interactive have canned their upcoming N64 release *Fighting Force*, believing it was not a strong enough title. The preview version of it that we saw definitely needed some tweaking – it was a bit slow, the camera angle was sometimes a bit awkward and it looked too much like a PlayStation game – but with some more work it could have been an excellent game, certainly the only one of its genre on the N64. Core Design may take up the reins at a later date, but just at the moment this looks unlikely. **T64**



SUPERMAN READY FOR ACTION!



Wearing pants outside your trousers is not the most socially acceptable of hobbies, but if you happen to be a Man Of Steel you can usually get away with it. With that sage advice fresh in your minds, we can announce that Titus Software's long awaited *Superman: The Animated Series* is finished and ready for release in November in America.

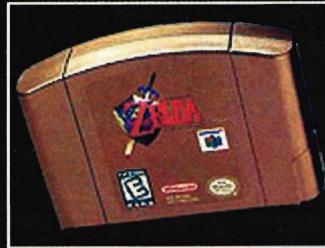
Based on the popular animated series, *Superman* puts you in charge of the spandex-clad wonder himself as he attempts to save all manner of innocent people from the evil clutches of Lex Luthor.

As Superman, you have control of all the powers you would normally expect him to have, from X-Ray vision, laser eyes and freeze breath, to, of course, flight and super strength! You have plenty of Super Villains to use these powers on such as Parasite, Brainiac and Lexoskell 5000. The game also features a four-player deathmatch mode, where you get to take on your mates, playing characters from the game in a flying battle over Metropolis! *Superman: The Animated Series* will hit the shelves in the US next month and should prove to be more than worthy of the license it carries! **T64**

64 BITS 64 BITS

ZELDA STRIKES GOLD!

Here is the first shot of the *Legend of Zelda* limited edition cartridge, which comes in a lovely glittery gold colour! In order to get your gold *Zelda* cart, you must pre-order it from your local games store. To avoid disappointment, check before placing your order that you will get a gold cartridge!



FIGHTING XENA!

French developer Titus, who are currently working on *Superman* and *Roadsters '98*, are working on two games based on the adventures of *Xena: Warrior Princess*.

The first one is to be a 3D action adventure similar to the likes of *Tomb Raider*, set in the

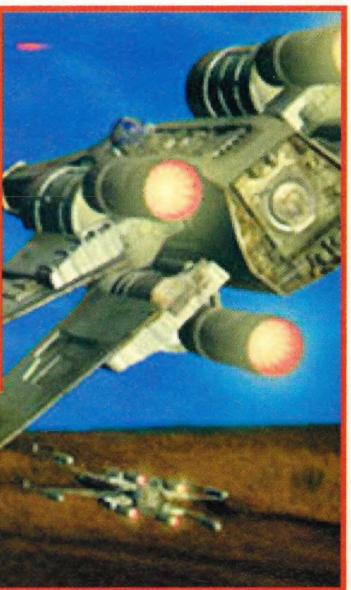
world of the US TV series, which stars former Playboy model Lucy Lawless. Tentatively titled *Xena Fighter*, the second is to be a weapons-based beat-'em-up, probably quite similar to Namco's *Soul Blade*.

Both of the games are now set for a 1999 release.



Use the Four, Luke!

Rogue Squadron developers LucasArts have just announced that the game will have the option to run in hi-res utilising Nintendo's 4MB expansion pak. Last month's cover game was seen running in hi-res at last month's ECTS, showing no drop in framerate and looking absolutely stunning! It has, of course, been designed with all gamers in mind, so it will still run and look great if you do not have the add-on pak, but just won't look quite so spectacular. **T64**



NEW KICK-ASS SCREENSHOTS!

A claim have revealed more information about their exciting new *South Park* game, and perhaps the best news of all is that the game may well be out before Christmas!

Based as it is on the *Turok 2* engine, the game is a first-person perspective shoot-'em-up that is based around several episodes of the highly rated cartoon series. The turkeys of *South Park* have revolted and are running wild, threatening American tradition by refusing to be eaten for Thanksgiving. You, as Kyle, Cartman, Stan or Kenny must sort out this problem before the town is destroyed. The multiplayer deathmatch mode will allow even more

playable characters, and a mad selection of weapons ranging from a cow-gun to fart dolls! Featuring violence, gore, crude language and a subgame called "Kick The Baby", the game will come with some kind of adult rating. Look out for a special feature on this new title in next month's issue of... **T64**



64 BITS 64 BITS

ROADSTERS '98

Take *Automobili Lamborghini*, keep hold of the good bits and replace the bad bits with better bits, and the result may well be Titus' upcoming racer *Roadsters '98*.

Roadsters '98 uses an improved 3D engine which makes the game look much better than its predecessor.

Roadsters features more than 20 original, err... roadsters, from the BMW Z3 and the Porsche Boxster to the Mazda Miata and Renault Spider. Titus have also increased the speed of the original, while having eight cars on the screen at any one time, which is more than any other N64 racer in this genre. The control of

the cars has also been updated, so you can, for example, powerslide around corners. Ten tracks plus bonuses from *Roadsters* is also more than you get on any other N64 racer. The graphics are superb, with the cars, tracks and backgrounds all having been brought into the pits for a major overhaul.

The icing on the cake is not one, but two multiplayer modes! The first one is, of course, the four-player quartered-screen race and the next is being kept secret, which makes us think that it could be quite special! Of course, we'll tell you what it is as soon as we pummel the information out of Titus!

OWEN PLAYS FOR EIDOS

Liverpool and England striker Michael Owen has signed a deal with Eidos Interactive, endorsing their upcoming *Michael Owen's World League Soccer '99*, the game developed by Silicon Dreams.

The title will feature technical advancements such as Pro-Logic Dolby Surround Sound, improved artificial intelligence, and high-resolution graphics. A four-player simultaneous mode will also be included in it.

Michael Owen, the man himself, is expected to help considerably with the promotion of the game in the run up to its release in April '99. **T64**

Roadsters '98 (Titus)
Rush 2: Extreme Racing USA (Midway/Atari Games)
Space Circus (Ocean/Infogrames)
Survivor: Day One (Konami)
V-Rally '98 Arcade Championship Edition (Ocean/Infogrames)

December 1998

Dec. 18 Shadowgate — Trial of the Four Towers (Microwares/Kemco/Infinite Ventures)
Bust-A-Move 3 (Acclaim/Taito)
Chameleon Twist 2 (Sunsoft/Japan System Supply)
In-Fisherman Bass Hunter 64 (Take 2)
Nightmare Creatures (Activision/Kalisto)
Quake II (Activision/Midway)

Quarter 4 1998

Battle Tanx (3DO)
Dual Heroes (Hudson)
Legend of the River King 64 (Natsume/Pack-In)
Lode Runner 64 (Big Bang)
Magic Flute (Sunsoft)

January 1999

The Sequel to F1 Racing Simulation (Ubi Soft)
Looney Tunes: Space Race (Ocean/Infogrames)

February 1999

ODT (Psygnosis)
Rayman 2 (Ubi Soft)
South Park 64 (Acclaim/Iguana)

March 1999

4x4 Mud Monsters (Take

CHART ATTACK



Excitement Direct are sellers of all things console related, and luckily you can find their advert on page 63 of this very magazine. Here is their Top Ten.

1. **F1 WORLD GRAND PRIX (PARADIGM / VIDEO SYSTEMS)**
2. **MISSION: IMPOSSIBLE (INFOGRAPHES / OCEAN)**
3. **BANJO-KAZOOIE (RARE / NINTENDO)**
4. **ISS '98 (KONAMI)**
5. **WWF WARZONE (IGUANA / ACCLAIM)**
6. **MORTAL KOMBAT 4 (EUROCOP / MIDWAY)**
7. **GOLDENEYE (RARE / NINTENDO)**
8. **NBA COURTSIDE (LEFTFIELD / NINTENDO)**
9. **CRUISIN' WORLD (MIDWAY / NINTENDO)**
10. **DIDDY KONG RACING (RARE / NINTENDO)**



Blockbuster stock a wide range of N64 games and peripherals and they have been nice enough to provide us with their Top Ten sellers. Remember that you can also hire games out!

1. **F1 WORLD GRAND PRIX (PARADIGM / VIDEO SYSTEMS)**
2. **MISSION: IMPOSSIBLE (INFOGRAPHES / OCEAN)**
3. **ISS '98 (KONAMI)**
4. **WWF WARZONE (IGUANA / ACCLAIM)**
5. **BANJO-KAZOOIE (RARE / NINTENDO)**
6. **GOLDENEYE (RARE / NINTENDO)**
7. **WCW vs. NWO WORLD TOUR (ASMIK / THQ)**
8. **GT64 (INFOGRAPHES / OCEAN)**
9. **LYLAT WARS (NINTENDO)**
10. **WETRIX (ZED TWO / OCEAN)**

TOTAL 64:

Here are the TOTAL 64 team's Top Ten N64 games at the moment. As you can see, Goldeneye still tops the chart, and probably will do for quite some time!

1. **GOLDENEYE (RARE / NINTENDO)**
2. **BANJO-KAZOOIE (RARE / NINTENDO)**
3. **F-ZERO X (NINTENDO)**
4. **ISS '98 (KONAMI)**
5. **1080 SNOWBOARDING (NINTENDO)**
6. **F1 WORLD GRAND PRIX (PARADIGM / VIDEO SYSTEMS)**
7. **MARIO 64 (NINTENDO)**
8. **FORSAKEN (IGUANA / ACCLAIM)**
9. **MARIO KART 64 (NINTENDO)**
10. **WCW vs. NWO WORLD TOUR (ASMIK / THQ)**

TOTAL 64:

Most wanted

This is where you can find out what we are most looking forward to. Shockingly, after seeing it at ECTS, Perfect Dark has beaten Zelda to the top slot!

1. **PERFECT DARK (RARE / NINTENDO)**
2. **ZELDA: THE OCARINA OF TIME (NINTENDO)**
3. **BODY HARVEST (DMA / GREMLIN)**
4. **TUROK 2 (IGUANA / ACCLAIM)**
5. **WIPEOUT 64 (PSYGNOSIS / MIDWAY)**
6. **CONKER 64 (RARE / NINTENDO)**
7. **SHADOWMAN (IGUANA / ACCLAIM)**
8. **SOUTH PARK (IGUANA / ACCLAIM)**
9. **WINBACK (KOEI)**
10. **JET FORCE GEMINI (RARE / NINTENDO)**





PLANET SIGNS FOR FORBUOYS

Competition: N64 giveaway!



You can now fulfil all of your gaming needs at branches of Forbuys The Newsagent as they are about to enter the world of videogames retail. Game Central, a division of Planet Distribution Ltd. is signed as their exclusive supplier, meaning that this festive season you will be able to purchase games products from their larger stores or from their catalogue.

To celebrate this fact, they are going to give away an N64 console and ten Top Banana rated Manta Ray joypads. All you have to do is answer the following question.

TOTAL 64 is?

- A. The best magazine in the world.
- B. The best magazine in the world.
- C. The best magazine in the world.

Send your answer to Forbuys Compo, Game Central, 170, Brooker Road, Waltham Abbey, Essex, EN9 1JH by the 1st December.

GAME CENTRAL

2/GOD/Edge of Reality/Terminal Reality)

Hybrid Heaven (Konami)

Quarter 1 1999

1080 2 (Nintendo)

All-Star Tennis '99 (Ubi Soft/Smart Dog)

Blades of Steel '99 (Konami/KCEO)

Caesar's Palace (Crave/Lobotomy)

Carmageddon 64 (Stainless)

Castlevania (Konami/KCEK)

GT World Tour (Midway/Boss Game Studios)

Harrier Strike Force (Video Systems USA/Paradigm)

Harvest Moon 64 (Natsume)

Hype — A Time Quest (Ubi Soft/Playmobil)

Jeff Gordon Racing (ASC Games)

Jungle Bots (Titus/Conceptual Realities)

NBA In the Zone '99 (Konami)

Rugrats (THQ)

Shadow Man (Acclaim/Iguana UK)

WCW Nitro (THQ/Inland Productions)

Wild Metal Country (DMA Design)

Winback (Koei)

April 1999

All-Star Baseball 2000

(Acclaim/Iguana)

Snowboard Kids 2 (Atlus/Racdym)

May 1999

Shadowman (Acclaim/Iguana UK)

June 1999

Re-Volt (Acclaim/Probe)

64 BITS 64 BITS

N64 SUFFERS FROM WORMS!

UK based Team17 have hinted that they may well be working on an N64 conversion of their classic game *Worms 2*, the *Lemmings*-like war simulator based around the antics of slimy invertebrates. *Worms 2* is definitely from the gameplay-over-anything-else field of games, and should provide some of the N64's best multiplayer action when it arrives next year.

CAPCOM RESIDENT-EVIL BEATER SHOCKER!

As well as beavering away on *Ghouls and Ghosts 64*, top Japanese developers Capcom are working on a game which they claim will be far better than the Playstation's *Resident Evil* series, which Capcom themselves were behind. The game goes under the working title of *Ninja*, but this will probably be changed as it is a bit pants!

CONKER 64 HITS DELAYS!

One of the projects that British developers Rare are currently working on, *Twelve Tales: Conker 64*, has been delayed to allow more time to improve the game. From the advance screening we saw at ECTS, it is already looking very much like a *Banjo-beater* and you can bet that the extra time given to them by Nintendo will be well spent, as it was with *Goldeneye*! *Conker* should see the light of day in the first half of next year.



US RELEASE DATES

December 1998

Legend of Zelda: Ocarina of Time (Nintendo)
 Top Gear Overdrive (Ocean)
 Turok 2 (Iguana/Acclaim)
 Road Rash 64 (EA)
 Wipeout 64 (Psygnosis)
 Superman (Titus)
 Nuclear Strike (THQ)
 Hybrid Heaven (Konami)
 Quake II (Id/Activision)

JAP RELEASE DATES

November 1998

Buck Bumble (Ubi Soft/Argonaut)
 64 Oozumo 2 (Bottom Up)
 King Hill 64 Extreme Snowboarding (Twisted Edge) (Kemco/Boss)
 Onegai Monsters (Bottom Up)
 Tonic Trouble (Ubi Soft)

December 1998

Bokujou Monogatari [Harvest Moon 64] (Natsume/Pack In)
 Doraemon 2 (Epoch)
 Shadowgate — Trial of the Four Towers (Kemco)

Quarter 4 1998

Akumajou Dracula 3D (Konami)
 Chameleon Twist 2 (Sunsoft/Japan System Supply)
 Jinsei 64 Mezase! Resort King (Taito)
 J-League Tactics Soccer (Ascii)
 Legend of Zelda: Ocarina of Time (Nintendo)
 Nushi Tsuri 64 [River King] (Pack-In Soft/Victor)
 Rev Limit (Seta)
 Sanrio Time Net World (Imagineer/Genki)
 Survivor: Day 1 (Konami)
 Turok 2 (Acclaim Japan/Iguana)
 Virtual Hiryu no Ken 64 (Culture Brain)
 WinBack (Koei)

JON CASTS HIS SHADOW

Worried about the Dreamcast are you? Worried that Nintendo will be crushed under the combined might of Sony and Sega? Trust us, and trust Nintendo, as N64 owners are the ones with the best future. Why? Take Japan for example. We've been harping on about the insanely popular *Pokémon* license for months now and with good reason. When giants Konami released the PSX's most hyped game of all time, *Metal Gear Solid*, it was destroyed in sales by the Gameboy's *Pokémon*:

Pikachu Special Edition, an updated version of a game most people already have, which sold more than twice as much! The series of N64

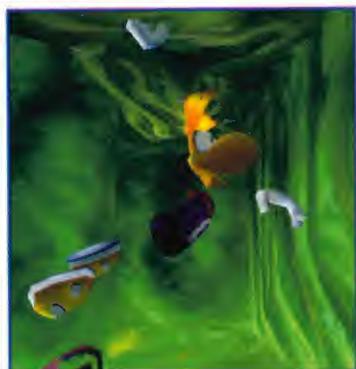
Pokémon games in the pipeline will make millions of Japanese people return to the Big N-side, which will, in turn, cause more top Japanese developers to make N64 games! Add this to the fact that *Zelda*, *Mother 3* and *Ogre Battle 3* are topping Japan's "Most Wanted" list, and that games like *Turok 2* and the release of the 4MB expansion pak are signalling the start of the N64's second phase, and we are all sitting on a guaranteed gameplay goldmine for quite some time to come!

Sega have proven themselves unreliable takers for your money time and time again. The PlayStation has reached its limit with *Tekken 3*. No-one can even guess the limit of the N64 yet. **T64**



RAYMAN RETURNS

Rayman, the 32-bit platform hero with no joints on his limbs will be powering his way onto the N64 soon. Unfortunately, Rayman's friends have been imprisoned by a gang of Space Pirates. In his quest over thirty levels, Rayman has many enemies to kill, loads of tricky situations to navigate and plenty of methods of transport to help him get around, from water-skiing to riding buckin' broncos. He also has a wide range of actions to help in his quest. *Rayman 2* is well on its way to completion, and we'll be covering it here first. **T64**





PERIPHERAL VISION

THE ASCIIWHEEL

The Asciiwheel is not the most impressive steering wheel on the market to look at. It is small, especially in terms of the wheel diameter, and actually looks quite cheap and tacky. Appearances can be deceiving however, as is noticeable once you start using the wheel. *F-Zero X*, *Penny Racers*, *Diddy Kong Racing* and *F-1 World Grand Prix* all handle beautifully with this baby, and with more practice, *Mario Kart 64* and even *Forsaken* and *Lylat Wars* become quite playable with it, and in many cases it is more fun than using the standard joypad!

The Asciiwheel is actually surprisingly robust, with powerful suction cups which keep it firmly attached to whatever surface you wish to use. All of the buttons are here from the official joypads, as well as a rumble/memory pak slot and autofire switches.

Of course, like any steering wheel, it has problems. It is too easy to oversteer sometimes and it does take a lot of practice to get good with it. In this case, there are no foot pedals, but overall the Asciiwheel is by far the best steering wheel on the market. The official Nintendo pads are better, but if you have to have a steering wheel (and many of you do), then this is the one to go for, and with a fair price of £39.99, how can you refuse?

**9/10**

WIN! TOP BANANA ASCIIWHEELS!

Those generous people at Ascii have decided to celebrate the fact that they have achieved the revered Top Banana award – and lets face it guys, once you get a Top Banana, the only way is down – by offering four of these great wheels to four of you lucky people out there! All you have to do is answer the following question:

Who invented the wheel?

A. Dave "I didn't invent the wheel!" Perry, Gamesanimal.

B. Stuart "Neither did I!" Handley, Gamebuster.

C. Ug Bonga Nog, of the Ugga-Ugga tribe, skilled stonemason.

Shove "C. Ug Bonga Nog" – oops, gave it away there – on a postcard or stuck-down envelope to: Ascii Competition, TOTAL 64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, DEVON. EX4 4EP.

GUILLMET

French peripheral makers are launching a new range of products soon, and you can bet your last penny that we will be reviewing them thoroughly for our next issue, as well as offering some big-up competition prizes, in Peripheral Vision next month.

The first of these is a new N64 joypad pak, the Trilogy, which comes complete with a memory pak and a rumble pak. Here you can see it in all its glory! Stay tuned for the full playtest.

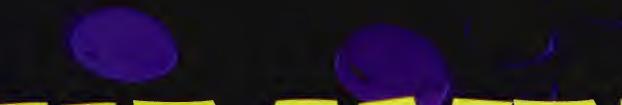
Guillemot's more exciting product is the Race 64 Shock Pack, which is a large-diametered, sturdy looking steering wheel which comes with or without a foot pedal. The wheel also features twin motors to give the ultimate in vibratory experiences. The wheel will retail for £49.99 with the pedal, or £29.99 without, which seems fair. It will go under the hammer next month.



w a t c h
t h i s
s p a c e



Starshot
Space Circus Fever



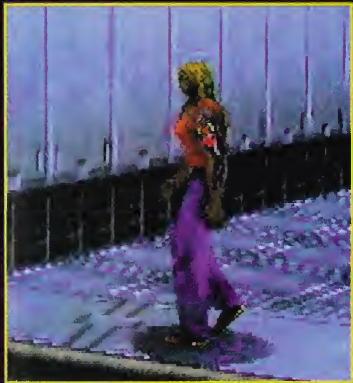
HYBRID HEAVEN

Hybrid Heaven has created an incredible amount of interest both in the press and in the gaming public since it was announced last year. So far the game has been subject to descriptions of it being a 3D adventure, action shooter and an RPG because no-one has been sure what kind of game it is. This is only just beginning to become clear now...

START

The storyline of Konami's

Hybrid Heaven should satisfy even the most ardent or cynical "X-Files fans". Set in a world where the future has gone to pot, the President of the United States of America is taken hostage



by an unknown guerilla force. A special operations team headed by Johnny Slader heads off to rescue him and soon becomes embroiled in a sinister twisting plot which takes in aliens, government conspiracies, and genetic experimentation.

The melting pot of the game that is *Hybrid Heaven* suits its monicker of *Hybrid* down to a tee. The greater bulk of the game takes the tone of a free-roaming adventure platformer, with tricky obstacles to negotiate and a fair few RPG-style puzzles to solve. Where the game becomes more a fully-fledged roleplayer though is in the combat of the game, which sometimes is action-based, and sometimes turn-based in a highly spectacular style reminiscent of that

used in the *Final Fantasy* series or, on our beautiful machine, *Quest 64*.

TURN BASED TROUBLE!

This system requires you to use hand-to-hand combat techniques, firearms and explosives and hi-tech weaponry, and is also progressive, with you finding new weapons and learning new techniques as the game goes on. *Hybrid Heaven* is also progressive in other ways. For example, the genetic mutants that wander around the dirty old city, who have come from a space station where the experiments took place, themselves evolve throughout the game, and become more dangerous and more intelligent. And that's not to mention uglier...

When the game was showed at ECTS, it attracted a large crowd of journalists desperate to get a play of this gorgeous-looking and smooth-moving title. The actual characters themselves are superbly animated and the backgrounds are varied and imaginative, bringing to life the dingy futuristic cityscapes that Slader must travel through to find out where the president is being held captive.

Unlike Konami's other big title of the moment, the Playstation's *Metal Gear Solid*, *Hybrid Heaven* has created a storm of interest not through its ridiculously-sized marketing budget but by oozing the obvious qualities of playability and graphical excellence, with more than a hint of variety and originality to boot. **T64**



THE LOWDOWN

PUBLISHER: Konami

DEVELOPER: Konami

EXPECTED RELEASE DATE: Early '99

FORMAT: Cartridge



Johnny remembers that he left the cooker on back at his place!



An Adventure of Epic Proportions

Holy Magic Century



The First RPG EVER For The Nintendo 64



CASTLEVANIA 64

If there's something wrong in your neighbourhood, who're ya gonna call? Ghostbusters? Don't be daft, we're not talking walking marshmallows and moving paintings here! No, Count Dracula himself has been resurrected, meaning that what we really need is some help from Schneider Belmont and friends!

START

The *Castlevania* series has been around for what seems like eternity, with thirteen previous incarnations of the game having appeared on different platforms, including the NES and SNES. Following the adventures of the Belmont family, the games have gathered a rabid following over the years, due to their stunning atmospherics, superb music and graphics and almost unmatched two-dimensional gameplay.

It is lucky for us then that Konami have seen fit to bring the series kicking and howling into the world of 3D. Many players may be cynical of how the game will translate into a polygonal world, but from what we have seen at ECTS, the game will

instantly dismiss all critics when it hits the shelves next year.

WHAT'S AT STAKE?

The game's visuals are already looking superb, geared towards providing a dark and frightening atmosphere for the proceedings. Most impressive are probably the levels set inside the various mansions that Schneider and co. have to explore. Lighting is provided by candles, burning wall-mounted torches and superbly detailed chandeliers, while shadows flicker across the room. Are they only shadows, and if so is anything hiding in them? These are the questions that you will be constantly asking yourself whilst playing the game, providing tension reminiscent

of that which Capcom engineered for their *Resident Evil* games.

In addition to this, the levels are separated by high quality realtime cut-scenes which propel the story along. In one we saw, Belmont is sickened by two bodies on the floor, who get to their feet in an unnatural way and make their way towards him, clearly zombified!

There are four players to choose from in the game, and these provide four completely different gaming experiences and endings. Of course, no *Castlevania* game would be complete without a descendent of Simon Belmont as the main in-game character. This then, will be the aforementioned Schneider, who, like his stake-wielding ancestor, is well versed in the art of whip-wielding.



This whip can be used in numerous ways. It can, of course, be used to take out the numerous bad guys who litter the area, but it can also be used to solve puzzles, collect items and, for example, swing from one platform to another one. Cornell Reinhardt is a very interesting character, a master of hand-to-hand combat who also happens to be a werewolf! Quite why this creature of



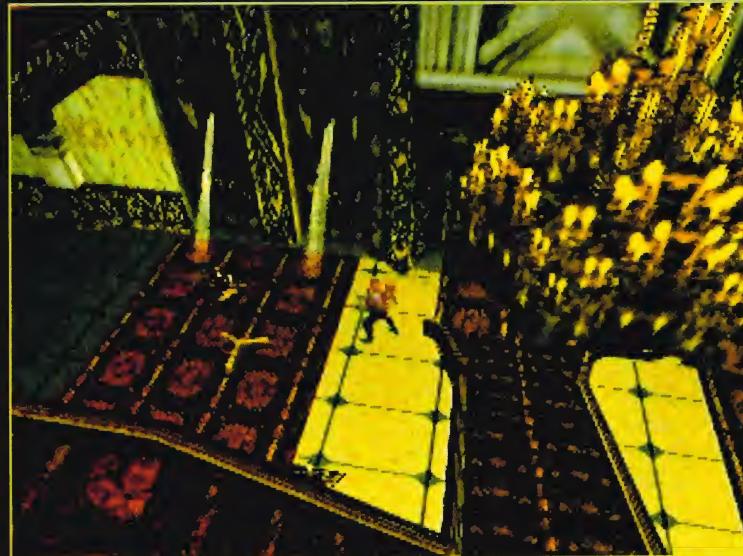
THE LOWDOWN

PUBLISHER: Konami

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FORMAT: Cartridge

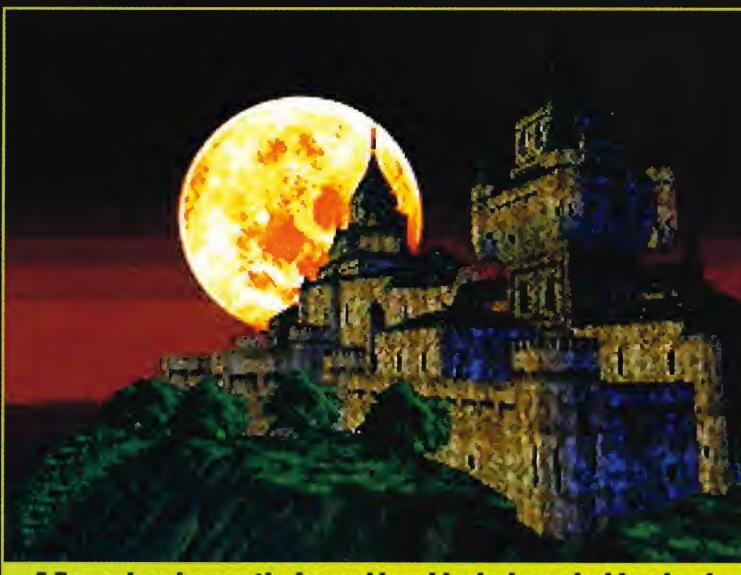


Some of the lighting effects are noticeable here, with the candle-chandelier, and sunlight piercing the walls.



This creepy clock tower is most impressive!





A Transylvanian castle framed by a black sky and a blood red moon. Could that be a bad omen, possibly? I think so...



I would not spend a night in this eerie garden for any amount of money! Lucky thing that Schneider Belmont is brave!

the night has a score to settle with Dracula is unknown, but all should be revealed in the game.

The sole female character is Carrie Eastfield, and she is only a child. She is weak in hand-to-hand combat but is extremely well versed in her long-range and powerful magic attacks. The final character, and maybe the coolest sounding, is Kola, who uses a rather fun-sounding chainsaw to slice opponents in half!

THRILLER! THRILLER NIGHT!

Unfortunately, the music was not yet added to the version that we saw, but judging by the somewhat uptempo classical scores to the previous games, it will be of a quality as yet unheard of on the N64.

The enemy AI is still undergoing development, but it sounds as if it will be very impressive, with the time of day affecting the powers and behaviour of the enemies. During daylight hours, vampires are weaker and must hide

Castlevania is shaping up nicely to be one of the best Japanese third-party developed games on the N64 as well as the scariest game of all time

themselves away from sunlight, but their powers return as soon as the sun sets and they leave their sanctuaries, desperate for human blood.

Castlevania is shaping up nicely to be one of the best Japanese third-party developed games on the N64 as well as the scariest game of all time, and should provide some rather stiff competition for the likes of *Shadowman* when it is released. **T64**



Denizens of Doom

Of course, *Castlevania* puts you up against a huge array of fearsome monsters, all serving the Grand Dark Lord himself, Count Dracula. Here are some of them...



These spiders are huge, so no amount of toilet paper will scoop them up, and I seriously doubt they'll be flushed down the loo easily...



These 'ere skeletal warriors, straight from the set of *Jason And The Argonauts*, are sure to provide many a prickly thorn in Schneider's back.



This two-headed dog from hell has double biting power, and has the added bonus of being able to able to catch two sticks at once!



FIFA '99

Can't you tell Christmas is just around the corner? Kiddies toys are plaguing TV commercial breaks, Santa hats are being sold at the market and EA Sports are about to release another *FIFA* game. Jingle bells to one and all.

START

To the delight of the true videogame football fan, one of the biggest software producers across the board have been developing titles for our consumption on a regular basis. The EA Sports team have continually provided quality *FIFA* football games that have improved considerably with each and every instalment. The competition

has since become slightly more heated with the enviable release of the excellent *ISS '98*. The Konami group's performance has subsequently spurred the EA team into refining their own series and, with the latest contribution, they seem to have progressed even further. Unlike the previous *FIFA* games, the '99 version has taken a different angle, concentrating on the domestic side of football as opposed to the international side. Altogether, 220 club sides in twelve domestic leagues will now take priority, though the international squads will also be retained. The likes of Arsenal,

Paris St Germain and Barcelona will all have authentic players with the wealth of detailed statistics that we have come to expect from the series. Club football is finally getting the representation it deserves.

FI FA FO FUM

Apart from the general bias being shown toward the domestic football scene, there are many key changes and refinements that we believe will



THE LOWDOWN

PUBLISHER: EA Sports

DEVELOPER: In-House

EXPECTED RELEASE DATE: Dec '98

FORMAT: Cartridge



"CPU-controlled opponents will behave in a far similar manner to their real life counterparts."

Keeper da peace...

As the striker broke through the offside trap and penetrated the heart of the defence, the goalkeeper stood tall, made himself big and committed himself in a do-or-die situation. Well done that man!





As usual, EA Sports have the license for all *FIFA* players and authentic replica strips. Each one is in their correct colours and style.

undoubtedly elevate its popularity and also whet the appetites of fans alike. The title's framerate has been enhanced to 30 fps, making this the most fluid-moving *FIFA* game to date. AI has been greatly improved, for both the players on the pitch and the audio. The CPU-controlled opponents will behave in a far more similar manner to their real life counterparts. For example, should a team be playing counter attack tactics, the players will all break forward and take up positions in the penalty area. The progress EA Sports have made with the in-game AI suggests that this could be the most realistic footie sim so far. Acceleration and short bursts of speed have been revamped for quicker getaway capability, far more skill moves and a new ability that is rarely ever seen in football games: shielding the ball – actually fending off opponents with your back as the ball falls from your chest.

99?... WITH A FLAKE, PLEASE

As we have come to expect from the *FIFA* games, the cosmetics of the package have never looked anything short of quality. Again, EA Sports have obliged. A host of different tournaments, cups and leagues, and almost every football player on the planet. The previous game detailed personal traits such as hair and

facial colour, as well as weight, speed, vision and the usual info one would require of a footballer when selecting a team. This time they have gone further with the inclusion of a player's height. Big centre forwards like the angry Scot, Duncan Ferguson, are visually larger than some of the others on the pitch with him. This will enable you to pick out the big guns when

you're confined to your desperate long ball tactics. So far, all the signs are pointing toward another excellent piece of software, and with the domestic scene not being covered that much on our N64, this could be the biggest of them all. EA Sports should have the kit in the bag and a team coach booked, so expect a full preview in next month's edition of... **T64**

"Unlike the previous *FIFA* games, the '99 version has taken a different angle, concentrating on the domestic side of football as opposed to the international"



Goalkeepers are being improved considerably for the latest *FIFA*. Expect some spectacular, flying, goal-saving action.



All the stats have been updated and each player is extremely detailed... I wonder if it will show Beardsley's wonky chin?

RAT ATTACK

Never before has the world of felines and rodents been explored to such extremity. The furry varmints and the delectable pussies are, at last, joined in the software department. Will the battle of the animal rage supreme or will Mindscape be whimpering off with their tail between their legs?

START

As we have come to expect from the wacky development teams that make the wheels grind in the world of Nintendo, furry superstars and colourful characters are seriously becoming the fuel behind the great snowballing N64 revolution. From the Italian plumber with the oversized moustache to the bird and bear combination of *Banjo-Kazooie*, bright enthusiastic gaming heroes that appeal to all ages are now undoubtedly the

popular icons the gaming public wish to see. So with this in mind, and with cartoon-style software at the height of its prevalence, Mindscape have taken these accessible animations and guided them down a slightly different path. *Rat Attack*, as the title itself suggests, is simply what the whole thing is about. The plot seems to be one taken straight out of an early morning children's TV cartoon. Rats are everywhere, and a group of hero cats have to rid the Earth of

these rodents before they bring down human civilisation... pretty straightforward, really...

PUSS IN BOOTS

The storyline is a multi-decade epic. In 1957, two rats, Jefferson and Washington, were the first living beings to be sent into space as part of a scientific experiment. Whilst in orbit, the craft is subsequently intercepted by an alien probe, and



Excellent! Remember the 'Space Hopper'?



Some of the cats bear a striking resemblance to our cartoon heroes... Is that Tom playing as the 'piggy in the middle'?



You too would look dischuffed with a snail for a hat...

THE LOWDOWN

PUBLISHER: **Mindscape**

DEVELOPER: **Pure Ent.**

EXPECTED RELEASE DATE: **Jan '99**

FORMAT: **Cartridge**



Muffy has a Love attack that consists of many floating hearts and a Bondesque theme tune - Who said love was a great thing?



The multiplayer action enables either work with others in a team or as four individuals striving for personal gain.

The game itself plays like the storyline suggests.

Rats throughout the world are running riot and demolishing everything in their way.

after undergoing various mind- and body-increasing experiments, the two rodents become superbeings. After grabbing vast amounts of higher-intellect alien technology, they set off back to Earth with nothing but revenge on their minds. Their sole aim is the destruction of our wholesome planet.

In the light of this impending attack, a wily leader of the feline

form, Professor Julius, assembles an elite band of freedom-fighting cats to prevent the assault and condemn the rats to an early defeat.

The game itself plays just like the storyline suggests. Rats throughout the world are running riot and demolishing everything in their way. Your mission as one of the scratch cats (the elite cat squad, led by Professor Julius) is to capture and dispose of these evil

creatures, utilising absolutely anything available to you. The 'Eraticator', a device invented by the Professor, is a rat-trapping contraption that must be used, but with the ever-increasing rat population, speed is a necessity and skill is imperative.

There are seven different cats for you to choose from, each of them have their own particular special 'Rat-removal' moves, personality and

cartoon music accompaniment. The action is fast and furious with one to four players being able to take part simultaneously, and the whole thing is wrapped in graphics that take you deep into a Looney Toon environment.

If Tom and Jerry should happen to be your favourite cartoon duet, then *Rat Attack* could well be the closest rodent vs. feline confrontation on the N64 to date. This game is starting to shape up into a real milk-licking, cheese-nibbling piece of cartoon-inspired gaming excellence. So you'd better be prepared for a full *Total 64* preview coming your way in the not too distant future **T64**.

Pussy Galore

These are some of the Scratch Cats, upon whom the fate of the Earth is entrusted. Each have their own specialised moves and Technicolor theme tune.



Name: Pearl
Birthplace: Los Angeles.
Star Sign: Sagittarius
Favourite Food: Surf & turf
Hobby: Skating



Name: Bob Cat Robinson
Birthplace: London.
Star Sign: Leo
Favourite Food: Black Pudding
Hobby: Metalwork



Name: Smokey
Birthplace: Interlaken.
Star Sign: Virgo
Favourite Food: Cheese fondue
Hobby: Landscape gardening



Name: Hai Jinx
Birthplace: Osaka.
Star Sign: Cancer
Favourite Food: Noodles
Hobby: Origami



Name: Manx
Birthplace: New York
Star Sign: Taurus
Favourite Food: Hamster
Hobby: Stock car racing

TUROK 2: SEEDS OF EVIL

Acclaim are knocking on our doors like a team of roving salespersons. Luckily for us, the wares they are bringing with them just happen to be the first games of the next generation of Nintendo 64 software. This month, after playing the game in depth, we bring you a huge pre-review on the most important of these, *Turok 2*, in anticipation of our massive review next month.



Turok: Dinosaur Hunter was an amazing game when it first appeared on the N64 a couple of years ago. Featuring graphics and sound that were revolutionary at the time, and a level of violence that Nintendo had never been seen to endorse before,

it turned many a head in the early days of the Nintendo 64.

It wasn't that long, however, before the cracks started to show and the game soon had an army of critics. It fogged far too much, the control mechanism didn't seem to work as

well as it could have, and there was far too much emphasis placed on precise jumps that just did not seem to suit the style of game. Perhaps the harshest criticism laid at its feet was that once you were no longer amazed by its undeniable technical charms, there was nothing actually to the game. Wander around a bit, find some keys and shoot some enemies – of which there weren't really enough anyway.

Then of course, James Bond stole *Turok*'s fire, and showed up its weaknesses to more of an extent than ever before.

Iguana's reaction was a wise one – retreat to their caves and scratch their

heads to come up with a game that would put a shotgun in Bond's mouth and pull the trigger, retrieving the mantle from the headless and bloodied tuxedo-wearing remains on the floor. By listening to the critics of the first game, and learning a trick or two from the Rare masterpiece, *Turok 2* has been created and forged onto a 256 MB cart – a first, and twice as big as any we have seen.



THE LOWDOWN

PUBLISHER: **Acclaim**

DEVELOPER: **Iguana**

EXPECTED RELEASE DATE: **November**

FORMAT: **Cartridge**





By listening to the critics of the first game, and learning a trick or two from the Rare masterpiece, Turok 2 has been created and forged onto a 256 MB cart - a first, and twice as big as any we have seen!

on the N64. After a thoroughly superb introduction sequence, your vision clears for the first time in The Port Of Adia, where a ship in front of you, spectacularly explodes and sinks to the bottom of the dock. Several more explosions follow, and fires rage everywhere. The music is very hard to describe but it works extremely well. Classical strings and up-tempo tribal drumbeats combine to make an epic soundtrack which really draws you into the Lost Land. It is extremely atmospheric to say the least. The sound effects audible in the background are also superb, but can be quite unsettling, as you will hear

horrible blood-curdling screams and pleading from the unfortunate human population, and sickening equine noises from the domestic horses which inhabit the port. You can't really even begin to imagine the horrible things that the Dinosoids are

doing to these poor beings, but simply glancing at the ripped apart remains of freshly dead people on the floor gives you a damn good idea...

This sets the tone for the rest of the game, and shows exactly why the BBFC have decided to slap 

TIME TO KICK JURASS!

Whereas that other title took a little while to get into, *Turok 2* is an amazing experience from the word "aaarrrgggh!", creating a better first impression than any other game



Spot the Difference!

You all know that *Turok* looks better running with the expansion pak. Take a good look to see how much better.



The hi-res shots are significantly better. The visuals are a lot sharper, smoother and more detailed, with the fog having been pushed back quite a way too.



the smaller creature whose legs thrash about on the floor long after they have said goodbye to the rest of the body?!

Of course, the only reason that all this is possible is that you are given such impressive tools with which to make it so. The original game had a range of weaponry the likes of which had never been seen before, but *Turok 2* takes this idea several large strides further.

ONE PHAT ARSENAL...

The basics are still here, albeit in an improved form. For example, the multiple missile launcher now carries the monicker of the "Scorpion". This fires three missiles at the same target, each one inflicting more damage than the last. If you are lucky, the first missile blows your poor unfortunate enemy skywards, where the subsequent ones will quite literally turn him inside out! Eeuurrghh! Gruesome!

Turok 2 now also gives you a sniper mode with certain weapons such as the Tek Bow (read "Rambo") and Plasma Rifle. When this is activated you can zoom right in to see the whites, or in most cases, yellows and reds of your opponents' eyes. Unfortunately, the aiming is a little hard to control at present, but since the game is not quite finished yet, it will probably change before the game finally hits the shelves.

The Razor Wind is one of the coolest of the new weapons - a huge spinning disc which slices through your enemies and returns to you like a lethal boomerang. Before it

a 15 certificate on the game. It is the goriest game we have ever seen, making the PlayStation's *Resident Evil 2* look like a stroll through the local flower gardens! If you thought that the number of ways enemies could die in the original game was quite impressive, then *Turok 2* will blow you away. Quite probably with a rather large gun. Different parts of the bodies of your enemies are hit sensitive. This means that you can aim at different places to cause different types of damage. Add to that the fact that

every enemy has a completely different set of death animations, and that means that you get a total of, um... a lot! Hitting a Purr-Linn with a nasty shot to the guts leaves a tangled wound of splintered bone and dripping blood, as well as a hole you could throw a basketball through, let alone see through.

Then there is the enemy that reacts badly to a grenade-gullet interface, so badly in fact, that its head, left arm, left leg and half of its torso are lying around in little pieces on the floor. Or how about

If you thought that the number of ways that enemies could die in the original game was quite impressive, then *Turok 2* will blow you away. Quite probably with a rather large gun!

Tools of Death

Turok 2 features the coolest selection of weapons ever to grace a videogame and quite varied they are too. Here are some of the baddest, that are sure to cause many



The flamethrower has superb fire trail effects, and causes enemies to run around on fire! It also has a pilot flame burning all the time!



This is the Firestorm cannon, a faster and more powerful version of the minigun from the first game. Unmatched in chaotic death-dealing!



This is the Firestorm cannon, a faster and more powerful version of the minigun from the first game. Unmatched in chaotic death-dealing!



The Razor Wind has, as you can see, been used recently. It's a good thing Turok was the Frisbee champion in cubs, or he might lose his hand!



It's alright, don't bother worrying about him, the cerebral bore is taking the pain of the fire away!



What about now, it's time Tu-rok with the bickety Buck Bumble. Hey - who's used a screenshot for the wrong game?

Perhaps the best of all is the Cerebral Bore. This is a weapon that has to be precisely locked on to an enemy's brainwaves before it can be fired, so it is often best used with motionless opponents who have not yet noticed you are there. Once fired, a miniature drill will follow them until it has locked onto an enemy's skull - if they hide behind a wall, expect it to go around after them, or even more spectacularly, drill through the wall to achieve this. Once it has attached itself onto an enemy's cranium, the drill plunges between their eyes, taking a seemingly agonisingly long time to kill them, as pints of blood, mashed brain and cranial fluid spill onto the floor. It's beautiful!

is used it is all sparkly clean, but once it returns after finding its prey it is stained with the blood of freshly killed Dinosoids!

a headache for the Dinosoid marauders. What's the damage?



The good old pump-action shotgun makes a handy return. Not the most powerful of guns, but enough to blow a gaping hole through this particular baddie!



The Cerebral Bore is a personal favourite. Laugh gleefully as it plunges deep into the brain of this merciless marauding beastie!

HI-RESOLUTE YOU, SIR!

The graphics are perhaps the best that have been seen on the N64 so far, in terms of design as well as technical considerations. The first level is perhaps the most impressive. Set in a destroyed port town, it is filled with rubble, burning fires and impressive background objects such as cranes, ships and statues. The graphics easily surpass the original, with groundbreaking animation which is both detailed and well designed. The lighting effects are also superb, using multiple light sources from fires to flares to flashlights to various other mindbending effect. All this is, of course, before we throw hi-res into the equation. Running with the 4-meg expansion pak makes the already impressive graphics twice as good, setting them on a par with a top-end PC! The difference really is remarkable, adding far more detail and giving the game incredible smoothness.

Turok 2 also addresses the original game's linear feel by adding a series



of mission objectives, adding more depth to the roam-and-shoot action. Of course, the most depth will be created by the four-player mode that unfortunately is not up and running yet, but Iguana are confident that the different types of creature you can play as, plus the ability to climb and swim through the deathmatch, will put *Goldeneye*'s effort firmly in the shade.

There are still a few bugs in the game, but these should be ironed out soon. *Turok 2* must be considered frontrunner for game of the year, and so after playing the finished version all the way through, we'll tell you if this is the case in next month's review! **T64**



BODY H

You are alone. There are no signs of life in the recently populated village you are exploring. You crouch down and look at the ground thoughtfully. You realise with revulsion that it is covered in blood. Before you have time to be disgusted, a multi-limbed creature bursts through the wall next to you. With lightning quick reactions you force a grenade down its throat and run, before you can even see what it is. You are Adam Drake, there is nothing left of that creature, and just what the hell is going on?

START

Harvest time should be a season of merriment and joy. Every year, joyous farmers set out to their fields with their scythes mowing down their fields of wheat, while little field mice scamper around feasting on the ears of corn which are left on the floor, if they have not been sliced in twain by over-excited sickle wielding men in wellies and tweed caps, who are prone to shouting "Get orf moy land!".

All over the world, young children mischievously pilfer tins of food from the kitchen with a glint in their eyes, knowing that they will make elderly people or other less fortunate children happy for a while.

Unfortunately, there's always someone who has to throw a big spanner into the works, ignoring Common Agricultural Policies and just being downright rude. In this case, it's a race of ugly, multi-limbed giant insectoid alien mutant scum that have descended on the peace-loving peoples of Earth, (peaceloving? Earth?! - Ed.) during several different time periods, to harvest them for some dastardly intergalactic fast food chain.

LOST MY HEART TO A STARSHIP TROOPER!

Of course, the human race, being the resourceful and intelligent species that they are, are not going to sit back idly and watch their friends and small children being eaten, so in the future, they have developed a genetically enhanced

super-soldier, Adam Drake, who is mankind's last chance of survival.

You, as Drake, must traverse five huge levels, set as they are in several distinctive twentieth century time-zones, clearing them of all those harvesting Aliens using the variety of methods at your disposal. These include over a dozen weapons that should rival those seen in *Turok*, but this is not all, oh no. Throughout the game, you will encounter many vehicles that you can, if you know

THE LOWDOWN

PUBLISHER: **Gremlin**

DEVELOPER: **DMA Design**

EXPECTED RELEASE DATE: **November**

FORMAT: **Cartridge**



ARVEST



The more spectacular the alien insect breed, the more spectacular the death - Check out the carnage!



Body Harvest carries the "honour" of being the first N64 game to carry with it an '18' certificate, meaning that all you little kids will have to get your parents to buy it for you.

how to, get in and drive/pilot/ navigate. These range from a fire engine to a cable car to a rather large ship, and luckily, many of these, like the tanks and the war

planes, are fully kitted out with a range of bug-busting artillery, thus increasing the size of your arsenal quite considerably, which is a rather useful thing.

Body Harvest holds the "honour" of being the first N64 game to carry with it an '18' certificate, meaning that all you little kids will have to get your parents to buy it for you.

This is because the game is truly sick. You will often unwittingly stumble upon aliens with huge mandibles eating screaming people, and if you shoot them in the belly, they will explode, leaving remains of part-digested people littering the surrounding area! Put it this way, if *Turok 2* is only a '15', then *Body Harvest* must be very gory indeed! It actually has a body count



More than the sum of its parts!

One of the strengths of *Body Harvest* is the amalgamation of game styles which make it entertainingly diverse. Here are some of the main game styles...



ROLEPLAYING: There are hundreds of characters for you to interact with, and most of them are willing to help you. If you treat them right.



EXPLORATION: There are absolutely huge playing areas, and loads of buildings for you to explore, if you can find a way into them.



VEHICLES: The many vehicles in the game are essential to getting to certain areas or completing specific tasks. They also pack firepower...



BLASTING: There are many weapons, and many, many aliens for you to try these out on, providing some of the best blasting anywhere!



The insects group themselves together in readiness to harvest innocent townsfolk... be afraid, be very afraid...



Adam falls prey to a huge set of mandibles - we hope that armour is tough or else he'll end up as insect fodder!

signifier that rises steadily during the game! This signifies Nintendo's new marketing stance that is now providing the very best in adult entertainment as well as the best games for kids, and all we can say to them is "Well done... and about time too!".

BUGS IN MY...

Body Harvest, like *Mission: Impossible*



Planes, Trains and Automobiles!

Adam Drake will stumble across loads of different sorts of vehicles during his time-travelling insect-blasting adventures. Here are just a few of them...



In the streets of New York, the best way for a quick getaway is in this yellow taxi! Bet the aliens had a feast, eating all those fat Yanks... I mean portly Americans!



This old-style police truck is hardly likely to make the aliens pay attention... they wouldn't have come to conquer Earth without bringing their lawyers!



Now this is more like it! This WWI style biplane perhaps may not represent the cutting edge of technology, but it does carry a meaty great machine gun!



Looks like a scene from *Jurassic Park*, doesn't it? This ship may not pack much firepower, but it's useful in those stormy water-crossing situations!



The tank on the other hand does pack a mighty punch, and it is sure to make a lovely crunchy sound when you run over alien exoskeletons! Sorry, Lips!...



This vehicle is only available in the last level, and is a hybrid of a hovercraft and some futuristic laser-wielding tank. You'll need it against these guys!

Body Harvest will be one of the most gorgeous looking games on the N64

before it, is an amalgamation of game styles that combine to create a game which does not easily fit into any established genre. Unlike *Mission: Impossible* however, it is executed well. *Body Harvest* takes the stance of a third-person exploration adventure shoot-'em-up. There is

also a heavy tilt towards role-playing, with lots of puzzles to solve and lots of people to interact with to help you to reach your goals. This is not all however, as the aforementioned vehicles, of which there are over sixty, all handle differently and are essential to progressing through the game successfully.

Also like *Mission: Impossible*, *Body Harvest* was in development since before the N64 hit the streets and was planned to be a launch title for the machine. Luckily however, with DMA, like Rare, being a part of Nintendo's original "Dream Team", the big N have given them the time and resources that they need to make



this game as good as it can be, and we have a feeling here at TOTAL 64 that, along with *Zelda* and *Goldeneye*, this will be one of the top videogames of all time.

For example, if you cast your eyes over these pages and checka checka check out the beautiful screenshots, no doubt you will notice what we all saw at ECTS, that *Body Harvest* will be one of the most gorgeous looking games on the N64, with highly detailed backgrounds and some beautifully

designed and animated insects for you to splatter over an area the size of Wembley Stadium.

Do not fear my friends, the time given to *Body Harvest* will be the reason why it will be so great, and we will see it this side of Christmas. Don't go buying another mag that specialises in reviewing unfinished carts with unfinished multiplayer games to rip you off with a dubious "exclusive" tag. Instead, get ready Tu-rok with our review of a finished *Body Harvest* cart next month! **154**

Along with *Zelda* and *Goldeneye*, this could be one of the top videogames of all time.



Adam Drake stops off to refresh himself with an ice-cream, it's hard work being a hero. However, remember your mission!



STARSHOT

Infogrames take us on an intergalactic ride with the Big Top antics of an outer space clown. With knowledge capable of taming the most eager of lions, Starshot has trundled into town in true Technicolor platform style... The art is formally known as Space Circus!

START

Back in the days of Issue 17 of TOTAL 64, we brought you an early preview of the outstanding-looking platform adventure, *Space Circus*. The star of the game was a mischievous teenage juggler called Starshot, and his

mission was to prevent the demise of the Space Circus from a rival troupe called the Virtua Circus. With two loyal robotic colleagues in tow, Windfall and Windfly, Starshot roamed many different worlds in search of new acts for the troupe,

whilst evading the evil plots of the rival group intent on our hero's destruction. Being a reject from a genetically programmed force of warriors, Starshot had already amassed powers far in advance of his big top entertainer friends. He

THE LOWDOWN

PUBLISHER: Infogrames

DEVELOPER: In-House

EXPECTED RELEASE DATE: November

FORMAT: Cartridge



Starshot has to deal with just about everything and anything... a vintage golf cart without a driver, I ask you!



As the game isn't linear, you can travel between planets at will... albeit just to look at the beauty of them alone.

"There are seven different worlds for you to explore and each throw up their own wacky collection of extraterrestrial inhabitants and villains"

had the ability to control stars, both by hand and also with his thought patterns, and his athletic skills were a match for anyone he came into contact with. Taking orders from the head honcho of the space circus, ringmaster Starcash, Starshot sets off on an inter-planetary adventure to rid the world of Wolfgang Von Ravel (ringmaster of the Virtua Circus) and to scupper his evil project.

STARS IN HIS EYES

As the Infogrames software climbs ever-nearer to completion, the original title of the game, *Space*

Circus, has been changed. With such promising results thus far, and high expectations, it has been decided that the new name will place more emphasis on the lead character. *Starshot* is the chosen header, and

with the intergalactic juggler playing such a good lead role, who can blame Infogrames for changing it? It is hoped that he will be affectionately received by the public, and taken to their collective hearts in exactly the

same manner as *Banjo* and *Mario* already have been.

As we managed to get our hands on an updated version of the game, we thought it only fair to show it to you immediately. The game is now shaping up very nicely, with the animation running a lot smoother with lots more characters for ▶▶

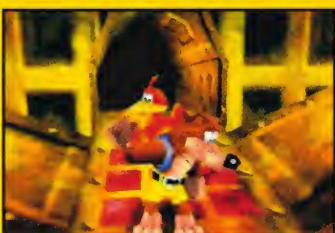


A quick cookery lesson

It might look like an original piece of software, but platform adventures have almost always been inspired by platform adventures before them.



Grease the pan with a large amounts of the PlayStation's Pandemonium style gameplay...



Add Mario and Banjo for their accessible lead-character appeal and quickly bring to the boil...



Thicken with the graphics of an Earthworm Jim 'Toon Town meets Sci-fi' style, and leave to cool...



Finally, pour over the free roaming world of *Mario 64* and serve with celery on a bagel. Enjoy!



There is a fully moveable camera that allows you to zoom in and out at will, even just to admire the pretty surroundings.



A quite evening in somebody else's home. Why are the chairs facing away from the TV though? Do these people have no idea?



us to see. There are seven different worlds for you to explore, and each throw up their own wacky collection of extraterrestrial inhabitants and villains. Each of these planets have a

theme and an appearance unlike any of the others. Tensuns – the holiday planet, is a great mass of sprawling desert, Ultimacrahs – the planet of perpetual crashes, is nothing but a haven for wrecked spaceships and discarded metal, and Primitron – the planet of organised exotics, is a false jungle set amongst a real one where the natives wear nothing at all but primitive clothing and live in shacks. With *Starshot* being a non-linear game, you have the ability to travel to any of the planets whenever you want to and in any order you choose.

various puzzles must be solved and tasks performed though, so one visit to each of these may not be enough.

TWINKLE TWINKLE

Graphically, *Starshot* looks utterly incredible. There is so much colour, each of the characters are well defined and there is no sign of fogging at all. The whole game is played in full 3D and gives you complete freedom to move and interact with almost everything in the environment. The music is also top draw. Weird, atmospheric tunes

"Taking orders from the head honcho of the space circus, ringmaster *Starcash*, *Starshot* sets off on an inter-planetary adventure to rid the world of Wolfgang Von Ravel"

The good, the bad and the...

These are some of the characters *Starshot* will have the pleasure of bumping into as he roams around the Infogrames universe. Be especially aware of those two





The native extra-terrestrials come in various forms. You will even find orange Moomins with four eyes each.

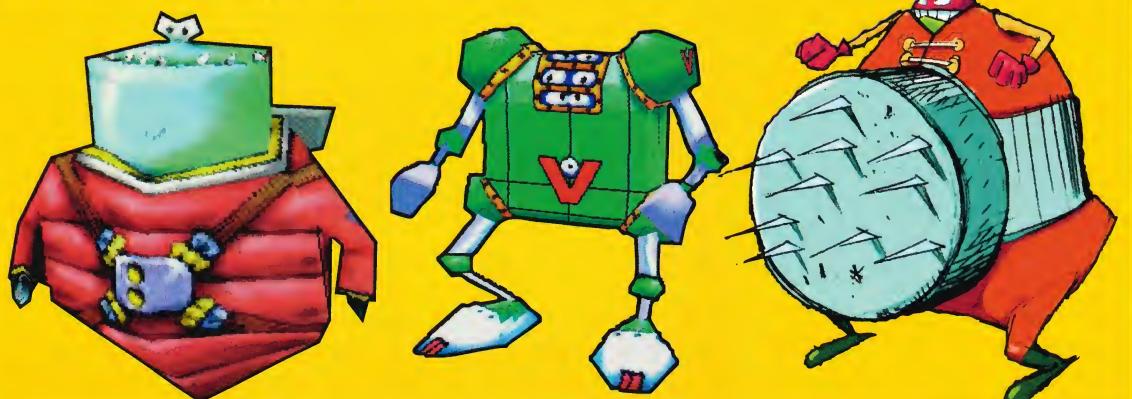
"There are seven different worlds for you to explore and each throw up their own wacky collection of extraterrestrial inhabitants"

work alongside some cheery upbeat jingles to create an ambience relevant to occurrences within the game, from the clattering of futuristic metallic tunes to the swing of a Caribbean sunshine melody. This is a good example of music working in harmony with whatever is happening on screen.

Starshot, despite the game name changing, still looks like a fine title that will definitely turn more than a few heads. Infogrames have created a whole new universe, full of weird, wild and wonderful creatures, and invented a charismatic hero who will appeal to all ages of the gaming spectrum. The very slightest thought of one intergalactic circus that is

competing against another is wild enough, but for it to occur in such animated cartoon fashion will almost certainly have you laughing along the way. The frolicsome juggler with the power to control the stars is a worthy competitor to the likes of the previously mentioned *Banjo* and *Mario*, and as a whole the final package could be well worth your hard-earned pennies. At the moment, though, we await the final code contented with the knowledge that *Starshot* could well be a very special title indeed. **T64**

well-known villains, Super Sponge and the Bush monster.



WIPEOUT 64

Picture yourself in the distant future, racing some technologically advanced spacecraft at high velocity over treacherous tracks and through fluorescent tunnels. The G-force has moulded your facial skin to the back of your head and there's a lunatic chasing you with nuclear weaponry... Prepare for *Wipeout*!

THE LOWDOWN

PUBLISHER: Midway
DEVELOPER: Psygnosis
EXPECTED RELEASE DATE: Nov. 30th
FORMAT: Cartridge



"One of the highlights of '98 has undoubtedly been the news of Psygnosis developing for N64."



START

One of the highlights of '98 has undoubtedly been the news of Psygnosis developing for N64. The joyous announcement came in the late spring, and with *Wipeout* being their first project, we all had reasons to be cheerful. Issue 19 showed you the first glimpse of this mighty title and now the preview has arrived. Stunning is not a strong enough word.

The original *Wipeout* took the Sony PlayStation by storm in 1996 and still today, continues to sell strongly. Two

years into the future though, and with the superior 64-bit technology, the title that set earlier standards for racing games looks set to do so again. With the game nearing completion, vibes of confidence are leaking from the Psygnosis office... and why shouldn't they? When it first hit the console format, *Wipeout* looked





"Trippy dance sounds from acts such as Propellerheads and Fluke, amongst others, will make warmly welcome aural appearances"

stunning and played equally as impressively. The N64 offers more of the same – but much, much better. There has recently been an influx of good quality racing software on the N64, redressing the balance in this genre's sparse market. *F1 Grand Prix*, *S.C.A.R.S.* and *Extreme-G 2* have all picked up the discarded gauntlet and proved the Nintendo hardware is a capable medium.

WIPE THE FLOOR

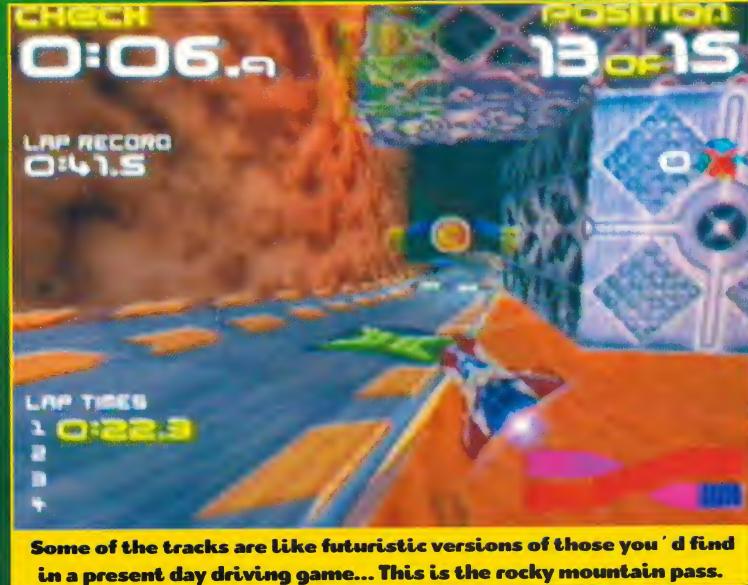
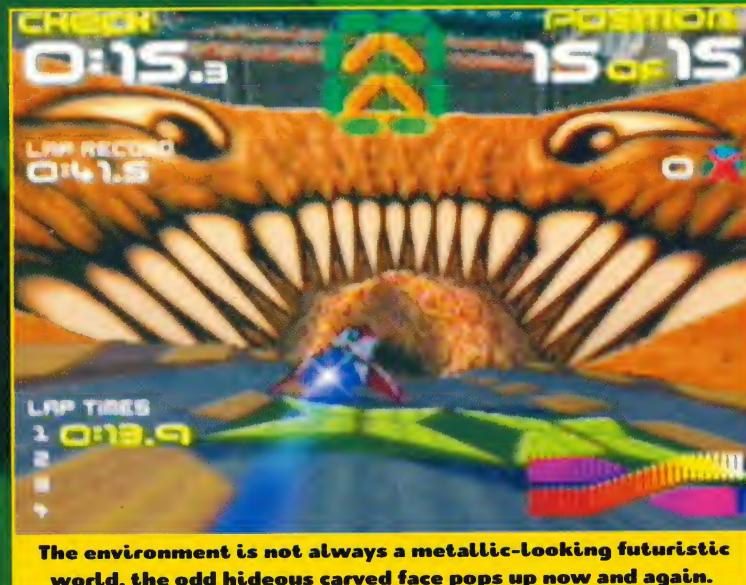
As expected, the most valuable element that made *Wipeout* so popular – the speed – has been retained. The animation is smoother than a pair of velvet pants and the realism of the celerity is second to nothing else on the Nintendo. Fast, frantic action combines superbly with the gorgeous graphics to create a game worthy of the respect it has already gained. Should you be fooled into

thinking the PlayStation has had the best part of the Psygnosis software, then worry not, this is a special addition to the Nintendo library that will disperse any harboured fears when you first 'boot it up'.

A disappointing feature, so far, is the inclusion of only six tracks. Do not misunderstand, they are among six of the most treacherous, twisting, seat-wetting circuits you will have seen on the N64, each looking as superb and each playing equally impressively as the next. But with such a limited number to experiment with, longevity should wander into the argument at some stage. There should be some bonus circuits as well, but surely, in the light of today's technological progression, double figures should have been reached. Trippy dance sounds from acts such as Propellerheads and Fluke, amongst others, will make

warmly welcome aural appearances, ensuring the gaming experience is covered in all departments.

So far, *Wipeout 64* is looking like a rather special piece of work. The soundtrack should 'ave yer bass 'woofers thumpin' and yer eyes 'dancin' to the visual treats on offer. The racing genre is, at last, bubbling away nicely on the N64, and *Wipeout 64* looks to have a long part to play in keeping the fires alive. A full review will be flying your way in next month's issue of your favourite mag... **T64**



V-RALLY 98

There's nothing quite like getting muddy, just ask the average Hippopotamus, but for many the only real car racing is rallying, a sport that pits man and his machine against the elements. Infogrames are set to bring that experience to every N64 owner in the land.



THE LOWDOWN

PUBLISHER: Infogrames

DEVELOPER: Eden Studios

EXPECTED RELEASE DATE: November

FORMAT: Cartridge



When Infogrames released *V-Rally* on the PlayStation it basked in the knowledge and safety of the fact that it was the only racing of its kind on that platform. The same can of course be said of *V-Rally 64* and when released, Infogrames look set to make something of killing as all you racing fans speed down to the shops to get a piece of the action.

We were somewhat concerned by the lack of publicity surrounding *V-Rally 64*. You can be sure that our crack team of *TOTAL* newshounds have been chattering relentlessly after every bit of information on every potentially hot



With a service station nowhere to be found, and with your bladder full to bursting, it's time to be at one with nature.

game that we learn about. *V-Rally* was no exception; when Infogrames told us that they were making it we were very anxious to pop as much in the mag as possible, but very little was forthcoming.

However, fear not, we were able to give the game a bit of a play at ECTS. Better still, Infogrames (bless 'em) came down to our offices with a copy of the game so that we could check out just how this little beauty is shaping up.

GET YOUR MOTOR RUNNING...

For those of you who were no doubt worrying that the N64 version of *V-Rally* would simply be a cheap rehash of last year's PlayStation version, fear ye not! Infogrames have spent the last year utilising everything that

they learned from the original to create the ultimate rallying game that fully takes advantage of the N64's 64-bit power.

The finished cartridge will contain twelve 1998 rally cars by Subaru, Mitsubishi, Nissan, Peugeot, Renault and Toyota. Also, exclusive to the N64 version of the game are to be cars from Citroen, Hyundai and Volkswagen.

With these all-new 1998-liveried rallying beasts, you can traverse (at high speed of course) over eight different world stages. If variety is the spice of life, then *V-Rally 64* is a rather spicy dish full of rather spicy spices. You'll be able to enjoy the visual splendour of the French Alps, the muddy tracks of the English countryside, or even further afield, in New Zealand (just watch out for the sheep).

"If variety is the spice of life, then *V-Rally 64* is a rather spicy dish full of rather spicy spices."

Crash Test... Dummy!

Crashes come all too often in the dangerous world of rally driving. Some of them can be spectacular car rolling moments, and some of the less exciting head-first-into-a-tree variety.



The place where your foot twitches and sweat dribbles down your brow... It's not a reflexology clinic in Brazil, it's the starting grid.

THE LONG AND WINDING ROAD...

The look of the game at the moment is mightily impressive with no fogging whatsoever (except for the levels that are supposed to have fog in them, of course). The night driving, for instance, looks excellent, with some extremely convincing headlight effects.

However, thus far into development there are a few niggling problems that if left unrectified will undoubtedly spoil an otherwise superb game. At the moment, the game suffers from some pretty awful pop-up, as trees and background scenery zip into view as if by magic, which is rather reminds you of the game's PlayStation heritage. If there is one upside to the pop-up it's that the PAL version that we played is incredibly fast - by far the fastest car-based racing game on the N64.

Disappointing also at present is the multiplayer option; earlier reports had suggested that *V-Rally* would be enjoying a bit of four-player action. However, it would seem that you will only be able to play the game with one other mate. Early plays suggest that even with merely the one other opponent, the slowdown is horrendous (we are talking slow-motion city).

Nevertheless, we have yet to see a finished version of the game and we confidently expect that when finished, all the above problems will be ironed out to make it one of the most exciting racing games of the year. You'll find a review in next month's... **T64**



CRITICAL MASS

APPROVED OR REMOVED THIS MONTH

Once again, ladies and gentlemen, TOTAL 64 have offered their arms and legs (and any other bodily appendages they could find around the palace) in order to bring you, our readers, the latest hot pots from Nintendo land. Check out the best wrestling game EVER, and a whole collection of other top stuff... let's get in there!



40. EXTREME-G 2

Extreme is not a strong enough word to describe this beauty from giants Acclaim. Strap yourself in well, we're going for a real ride...

46. WCW VS. NWO: REVENGE

Take in the world of large oiled men in tight-fitting underpants. The boy Jon wrestles with all his grammatical prowess to bring you the truth.

52. GLOVER

A bird in the hand is worth... Yeah, Yeah. The Glove is the star in this puzzling platformer... Will it get the thumbs up? Or is there a hand solo somewhere?

56. PENNY RACERS

Mini racers in a miniature racing world. It might not be a catchy song title, but this is certainly an addictive little number.

60. 1080° SNOWBOARDING

Surf the white powder with the latest extreme software to land on the N64. "Wohhh... Dude, No Way!"

61. NFL BLITZ

Engage in violent, metal-head, football action of the American style. "Smoke me a chilli dog, I'll be back for breakfast."

62. NASCAR '99

Simply take your car for a pant-filling drive at some outrageous speeds. Who needs Tom Cruise when EA Sports keep obliging!

REVIEWS BREAKDOWN

INFO

WETRIX

Water management has '99... just ask Tethys the water controller. He's been around since the days of the Pharaohs, and he's still here to help you manage your water.

2001 TOTAL

Running from now until the century end, the year 2001 is the year of the future. It's a year of the future, and it's a year of the future.

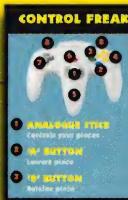
INFO

WETRIX

Water management has '99... just ask Tethys the water controller. He's been around since the days of the Pharaohs, and he's still here to help you manage your water.

2001 TOTAL

Running from now until the century end, the year 2001 is the year of the future. It's a year of the future, and it's a year of the future.



The CONTROL FREAK box will not only tell you what the controls are for the game but will also let you know how well they work and how that affects the gameplay.

INFO

PUBLISHER **Ice Age** DEVELOPER **Ice Age**
SAVE GAME **Memory Pak**

In the INFO BOX you'll find useful information on memory requirements, number of players, rumble pak compatibility and cartridge size.





TOTAL 64:

WHAT'S IT ALL ABOUT?

90-100

These are the games that just have to be in your collection. For a game to achieve this phenomenal score, it has to excel in every possible way and keep you playing for months. Buy these games...if you know what's good for you!

80-89

Good but not great. These games are likely to be very good but fall short of excellence because of one or two things, usually how long they'll last you. After all, if you shell out 50 notes for a game, it should last you more than two weeks. Right?

60-79

Good to average. There will be some of you out there who will enjoy these games but only if you're a fan of the genre or if you're easily pleased. These games will probably fail to push the N64 and lack any kind of innovation.

40-59

These are the games that promise much but fail to deliver. Miserably. You may be tempted by pretty packaging or by advertising hype but we warn you – don't. Just don't, alright?

20-39

Are you mad? Games that get a score in this range will probably have one or two redeeming features but nothing to keep you playing for more than ten minutes. Leave well alone.

0-19

This is a friend-threatening catastrophe. If you own a title that has fallen into this grade, YOU MUST GET RID OF IT! There is a chance your mates will laugh at you behind your back... and you'll never get snogs at the local disco!



SIMON 'SHEPHERDS' FRIEND PHILLIPS

1. Turok 2
2. Extreme-G 2
3. NHL '99
4. V-Rally
5. Goldeneye
- SNEAKS:** Nascars '99



JON 'IT TAKES TWO' AUSTIN

1. WCW VS NWO: Revenge
2. Turok 2
3. Goldeneye
4. Diddy Kong Racing
5. Extreme-G 2
- B*WITCHED: OffRoad Challenge**



GRAHAM 'HOW COULD YA' DALZELL

1. Turok 2
2. Extreme-G 2
3. ISS '98
4. WCW VS NWO: Revenge
5. Wipeout 64
- REMOVALS:** Dezaemon 3D



LEE 'QUICK, TOILET ACTION' BARRASS

1. ISS '98
2. ISS '98
3. ISS '98
4. ISS '98
5. ISS '98
- FAITH HEALERS:** Virtual Chess

Introducing... the TOTAL 64 awards!

All games that score 90% or higher will be given the great honour of receiving the Top Banana award. Anything that scores below 39% will get a TOTAL 64 Slip Up – avoid at all costs!



VERDICT

GRAPHICS

There are some fantastic effects used but nothing truly awesome.

8

_SOUND

Great sound effects – can get a little repetitive at times though.

8

PLAYABILITY

Easy to get into... simple yet complex gameplay – that's what we like.

9

The VERDICT BOX stays pretty much the same, but we've done away with the percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between an 82 and 83 percent sound rating?



1st Impressions

Five pixels games and I'll take it. There's a bunch of them on the N64. What's interesting is that some of them are really good – with the bright

1ST IMPRESSIONS lets you know what we thought of the game after that all important first ten minutes.

ROUND UP BREAKDOWN



REVIEWS ROUND UP has been totally revamped and now gives you all of the information that you would expect from a review – albeit in a bite sized chunk! You can make those all-important purchasing decisions, safe in the knowledge of what you're getting.

INFO

PUBLISHER: Acclaim

DEVELOPER: Probe

PLAYERS: 1-4

GAME TYPE: Futuristic Racing

VERSION: PAL

SAVE GAME: Memory Pak



BUBBLE PAK: Yes



CARTRIDGE SIZE: 128MB



EXTREME-G 2



Motorcycle mechanics and the art of N; the sequel to the hugely successful *Extreme-G* revs its engine and sets about its quest to blast its way to the top of the racing charts. We check out the racing game that has two wheels firmly placed on the ground - well, most of the time that is!



1st Impressions

This is the gaming equivalent of a rollercoaster ride, and as long as it plays as good as it looks then we are in for one helluva racing game!



No matter what the future holds, Honda will still be making some seriously big-up motorbikes.

CONTROL FREAK



1 ANALOGUE STICK

Controls the fluid movement of your bike.

2 'A' BUTTON

Fires your gun.

3 'B' BUTTON

Brake.

4 'C' BUTTONS

Top 'C' Button - alters view point. Right 'C' Button - fires collected weapon. Bottom 'C' button - turbo. Left 'C' Button - releases unwanted collected weapons.

5 'Z' BUTTON

Accelerate.

6 START BUTTON

Pause...

7 D-PAD

Unused.

8 SHOULDER BUTTON

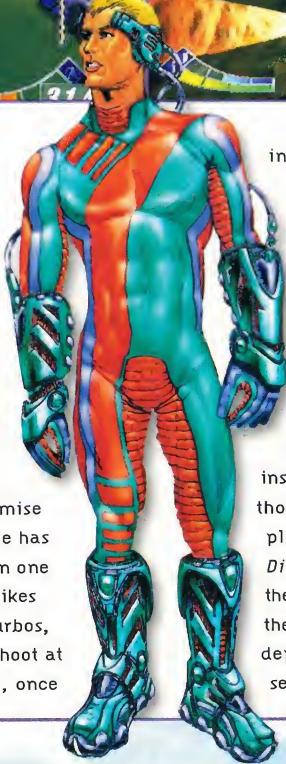
Right shoulder button used for extra sharp corners.

The battle of the futuristic racers begins right here; admittedly, we have already reviewed the import version of *F-Zero X* which was considered by many to be rather good. However, that aside we are now into the PAL wars. First on the racing line in this all-important qualifier is *Extreme-G 2*. Of the three main contenders, *F-Zero X*, *Wipeout 64* and *Extreme-G 2*, only Acclaim's title has any previous form, and if the rather famous German motorcar company's latest 3-series advertising campaign is anything to go by, then this sequel should, by rights, bear all the characteristics of the first, with significant improvements.



Getting better all the time...

Extreme-G 2 is an all-round improvement upon the first game, which despite receiving richly deserved praise, has begun to look somewhat long in the tooth. Those of you who bought the first game will no doubt be more than a little familiar with the premise behind the game. Very little has changed - race like mad on one of fifteen futuristic superbikes that are fully laden with turbos, and if you can handle it, shoot at your racing foes. As before, once



in the race you are able to collect the weapons that you can use to more effectively dispense with those little critters in front of you.

Whilst the race-and-shoot format that is employed in

Extreme-G 2 will be instantly recognisable to those of you who have played *Mario Kart* or *Diddy Kong Racing* or the like, it is the manner, the presentation and the depth of gameplay that separates



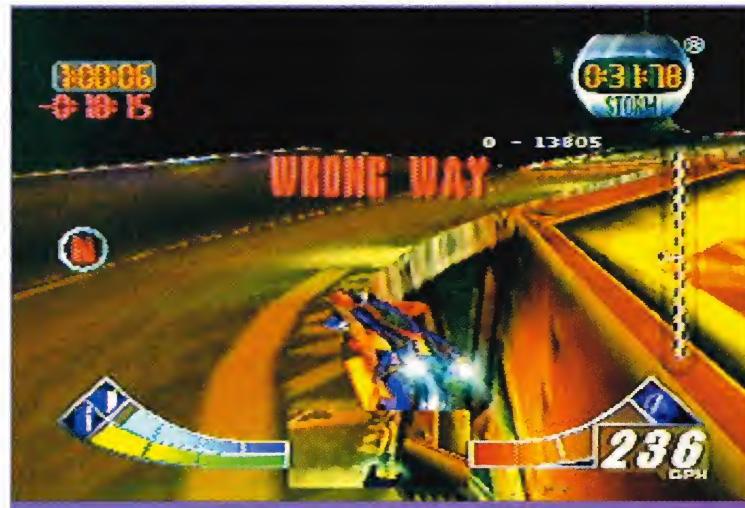
See, it's not always dark in the world of *Extreme-G 2*! Sometimes it looks positively Utopian... Brave New World anybody?



Extreme-G 2 from not only its more obviously direct competitors, but also other types of racing games.

Ever Decreasing?

Probe have worked incredibly hard to make the front end of the game look the business, taking the circle as the predominant motif. You'll find it



Why don't they let you put 'L' plates on these things? Unless you are prepared to learn those tracks you will end up facing the wrong way.

everywhere – just look at last month's preview! It is used on the selection menu along with cool-looking icons that signify the different levels (and the like). This helps to push the N64 away from its flowery image that has so blighted its progression in the console market. Whilst it is no bad thing that the younger audience has been very well catered for, it is clear that for the N64 to capitalise on its success it has to start looking at the rapidly growing older audience and redress what is beginning to look like a rather large software imbalance.

Acclaim seem to be at the forefront of this wave of change with the likes of *Forsaken*, *Turok 2* and the somewhat dark looking *Shadowman*. *Extreme-G 2* is no exception, it reeks of quality and it targets exactly the kind of audience that Nintendo are now aiming at.

Hard-Course Action!

There is really only one question on your (ahem) lips: how does it play, how does it play? That question can be

BADASS' COMMENT

If speed is your thang, then fear not, this will certainly cater for your skin-tightening, G-force needs. The age of the futuristic motorbike has joined us in its brilliant, fast-action style. *Extreme-G 2* plays like an addictive doughnut... it'll have you feeding until you pop, and your hands will be in a right mess. The ability to collect weapons takes it down an alternative path from the mainstream racing simulation, and with four-player quartered screen action, your friends can also partake in the frivolities. There is certainly more appeal from *Extreme-G 2* than many other racers that have recently appeared on the N64 console, both graphically and overall. This should be on your letter to Santa, but don't expect to see Rudolph on one of these metal beasts delivering it... take it to the extreme!



There is a rather dark and post-apocalyptic look to many of the tracks, think "Bladerunner"



Some of the hills can be a little steep; definitely a first gear incline methinks, rather reminds me of Cornwall.



There are times when it gets too dark, too dark to see, and you can't take it any more... fortunately, there are some headlights to pick up.



answered in just three words: 'fast', 'frantic' and 'frenetic'. Never could a title of a game be more apt, the racing is quite literally to the extreme. Each race is always fast, and getting to grips with your monstrous machines is rather like wrestling with a big woman. This is as it should be – after all, you are racing in a rather large and powerful hybrid of a car and motorbike over some of the most windy courses that you are ever likely to come across.

Style is Everything

The actual bikes themselves are immaculately

All in all, the package that Extreme-G 2 offers is mighty fine; intense racing, wonderful graphics, atmosphere, and more tracks than you could rev your throttle at.

designed, not only at the front end of the game (where you choose your steed) but also in the races themselves. In the original, the bikes tended to look a little bland. Not so in the sequel, as each of the vehicles has a very distinctive (ahem) rear end.

The more fashion-conscious of you out there will also note that the game carries advertising by both Diesel and Honda, the timing is also sponsored by Storm. However, those of you who are more interested in the game will be pleased to know that the tracks are also incredibly

detailed and more than a little atmospheric. There is a rather dark and post-apocalyptic look to many of the tracks, think "Bladerunner" and you won't be far off. Often they are set off by serene moonlight, which in turn is occasionally obliterated by flashes of lightning. Fortunately, unlike Wipeout, Probe have had the sense to add more variety to their tracks; here you will find yourself hammering through dense forests, industrial wastelands and even through what looks like some sort of futuristic Utopia. When you have 36

tracks to play with, it would be pretty foolish to make them look similar, wouldn't it?

Emphasis to track design has not stopped purely at the aesthetic. Critics of the first game chided the layouts of the tracks, saying that they were all too often not wide enough in places which made steering and overtaking a tad difficult. Well, it is good to relate that that too has been focused upon, and rather like the M1, the roads that you race down are now (in the main) wider.

Riders ready...

Here are the initial characters that you get to choose from. They are a mean looking bunch, not the sort of people that you would want to meet down a dark alley...



SHADOW SPEAKS

Extreme-G 2 impresses from the offset with a fantastic front end and glistening presentation, with drum and bee-ass music which give the game some instant credibility.

Things go up a notch once you enter a game, with superlative graphics and real-time lighting effects. The amount of detail in the lush backgrounds is almost unparalleled, with advertising billboards flashing past, flocks of seagulls disturbed in your wake and forked lightning piercing the bleak night sky. This sequel improves quite a bit on the problems experienced by its predecessor, but it is still not perfect. The multiplayer modes are often not up to scratch, for example, and it is very hard to get used to the steering on your bike. Of course, if you have the patience, this is a good thing, as with practice you will come to be at one with your metal steed. Overall, I reckon *Extreme-G 2* is a great racing game, especially in one-player mode, that should satisfy all of you speed junkies. I do still prefer *F-Zero X*, but I think I'm in a minority there!



Nothing Else Matters...

As *F-Zero X* showed, it is the speed of the game that can in many cases count more highly than any of its other aspects. Admittedly, it is doubtful if we will ever see a faster game on the N64. However, look at the compromises that it had to make – the graphics in it were somewhat dire and bland. Even the music left quite a lot to be desired. *Extreme-G 2* seems to strike an excellent balance between the three. It is certainly fast, but with the mixture of racing and combative styles coupled with the winding



Fancy a nice bit of top two-player split-screen action, sir?
That will do very nicely, sir. Ooooh, suits you sir!



Learn those tracks or else you will be seeing an awful lot of these amusing 'falling into a pit of flames' animations.

tracks, the game would be virtually unplayable if it ran at the kind of speed that *F-Zero X* boasts. You would undoubtedly lose out on some of the lushest and most detailed graphics ever seen on any racing game on the N64. Never before has a racing game on the N64 looked this good. Fogging, the bane of most racing games and certainly one of the key criticisms of the last *Extreme-G*, has been cut down to a minimum (*F-Zero X* had its fair share of suspended condensed water vapour, which is a point few others seem to have bothered to point out). This is mainly due to a mixture of carefully chosen camera angles, darkness, sharp corners and much improved programming. The fogging that you will notice in the game however, is largely insignificant and will not hinder your gaming enjoyment whatsoever. It is quite clear that *Extreme-G 2* not only looks the business, it is the business too!

However, unlike what was previously



thought, *Extreme-G 2* will no longer support the Expansion Pak. This means that the Medium Res mode is no more – a slight shame for those of us who saw it, but no great loss for the rest of you lot out there. Hopefully we shall see it in *Extreme-G 3*...



Choose options - it's the only way to play!

All in all, the package that *Extreme-G 2* offers is mighty fine; intense racing, wonderful graphics, atmosphere, a touch of Drum n' Bass, and more tracks than you could rev your throttle at. However, there is more than this – *Extreme-G 2* offers a wealth of options within the game that will further add longevity. There is of course

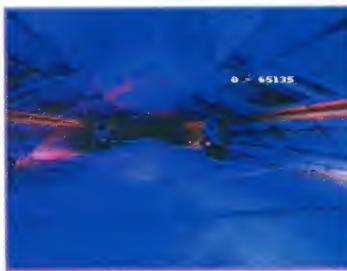
Never could a title of a game be more apt, the racing is quite literally to the extreme



What futuristic racing game would be complete without the odd tunnel? Extreme-G 2 has more than enough.



Once protected by this Power shield, no one can touch you - and you don't even need to be part of a union...



your standard Extreme racing, then there's Time Trial, which pits you against a shadow of your former self which, believe you me, is mightily addictive when given the kind of concentration required to get yourself around the tracks. Then there's the Arcade mode, where you not only race

around the track, but whilst doing so have to have a pop at wave after wave of airborne targets that have the nerve to fire back at you.

Then, of course, you have a spot of multiplayer action, where you can race up to three of your mates or choose to destroy them in one of

the Battle Arenas. However, due to the frenetic nature of the game and depending on the size of the TV that you own, you might find the four-player mode a little on the difficult side. To just get to grips with the handling and the courses in the game is going to take some time to practice, it is not the sort of game that you and your mates can pick up and play in the way that *Mario Karts*, or say, *Penny Racers* is. Nevertheless, the multiplayer modes can be great fun, but a big television is advisable.

All in all, *Extreme-G 2* is superb, if not entirely flawless, but due to the wealth of options you should

be playing it for a very long time. *Extreme-G 2* is yet another title from the Acclaim stable that proves the N64 is more than capable of supporting very high quality games. It is very clear that all you lot out there will have some very difficult purchasing choices in the run-up to Christmas; *Extreme-G 2* along with *Turok 2* should certainly be among them. **LIPS**

VERDICT

GRAPHICS

Futuristic outlook that's coupled with gorgeous real-time effects.

9

SOUND

Some of the best, most bangin' tunes this side of any console.

9

PLAYABILITY

Will need dedication to master, but it's worth it in the long run.

8

LASTABILITY

A wealth of options and game variations should keep you happy.

8

OVERALL

A superb racer that has 64-bit stamped all over it.

93

Also ran?

Extreme-G 2 will be up against some pretty tough competition this Christmas. We take a look at the runners and the riders in this, the ultimate epic battle of the futuristic N64 racers.



F-ZERO X

The sequel to the granddaddy of them all, *F-Zero*. Superb racer in multiplayer mode. Pick-up-and-play action that will have you coming back for more. Looks old hat though.



S.C.A.R.S.

Possibly the least well known of the bunch, looking as it does like a souped-up version of *Diddy Kong Racing*. Should do well if the multiplayer game is as good as it promises.



WIPEOUT 64

Potentially the biggest threat to *Extreme-G 2*'s crown. Everybody expects *Wipeout* to (ahem) wipe out all opposition. The distinct lack of tracks in the game might rain on its parade.

INFO

PUBLISHER: THQ

DEVELOPER: Asmik

PLAYERS: 1-4

GAME TYPE: Wrestling Sim

VERSION: PAL

SAVE GAME: Battery back-up



RUMBLE PAK: Yes



CARTRIDGE SIZE: 128MB



WCW VS N



WCW, once a poor relative of the WWF, is now neck and neck in popularity, due to the emergence of the New World Order, a gang of bad guys who have feuded with WCW for the last two years. Funnily enough, all this brings us up to speed with the setting to this game, the follow up to WCW vs. NWO World Tour...

CONTROL FREAK



1 ANALOGUE STICK

Makes your wrestler taunt his opponent, and enables you to pull off special moves.

2 'A' BUTTON

Grapple, as well as other moves.

3 'B' BUTTON

Punch, kick, or strike in some way.

4 'C' BUTTONS

Running, tagging, entering or leaving the ring.

5 'Z' BUTTON

This pulls off a taunt move, such as blowing a raspberry.

6 START BUTTON

Pause...

7 D-PAD

Controls your wrestler's movements.

8 SHOULDER BUTTON

These are used to avoid grapples and reverse moves.

Professional wrestling in the late 1990s is cool. Hulk Hogan's defection to the dark side of the force and then the emergence of "Stone Cold" Steve Austin and the frightening Goldberg as the biggest attractions in the sport has revitalised what was becoming a stagnant industry.

THQ's last effort, *World Tour*, had many critics who instantly dismissed it. They thought a wrestling game could not be a great game. They said it was a button-basher's heaven. They said there was no depth to it. If that is the case, why is it still a regular fixture in the Total 64 playlists, providing what is

arguably the best two-, three- or four-player action on the N64?

WWF Warzone, although a top game, did not have a game engine to match *World Tour*, despite what other magazines will tell you, and luckily for us, developers Asmik have decided not to tamper with the original engine much for this sequel. What they have done can only be considered an improvement however...

First off, the number of characters in the game is quite unprecedented. Including hidden characters, the total number is 80 (!) and bang up to date, meaning that the new WCW acquisitions like Bret Hart and the

British Bulldog are in there after appearing in *WWF Warzone* a couple of months ago. All of the divisions are here, from NWO Hollywood and NWO WolfPack. There are also lots of variations in the characters, from strong and lumbering monsters like The Giant to aerialists such as Rey Misterio Jr. and then there are the all-rounders like Sting.

There are loads of game modes, such as a massive 40-man elimination rumble, handicap and tag-team matches, as well as the option to compete for all of the WCW titles. You can choose to play in authentic arenas too, like Starrcade and Monday Nitro to name two.



Hang on! What's he doing here? Spiderman, Spiderman, does whatever a spider can. Not wrestling then!



1st Impressions

WCW vs. NWO: Revenge has arguably the best intro in any N64 game, on a par with *Banjo-Kazooie* in terms of the length and quality of the graphics. This bodes well, methinks...



ଓଡ଼ିଆରେ କଥା କଥା କଥା

WO:X REVENGE

REVENGE IS TOO SWEET!

The game mechanics and the way that a bout is structured separate it from all other wrestling games. Whereas they have, in the past, been based around two grapplers, err... grappling, with the winner being whoever hits the buttons fastest (hence the "button-bashers" tag), *Revenge* works on the altogether simpler method, where the winner of the grapple is the one who gets the grapple in first. This sounds bland,



but it could not be further from the truth. If you grapple at the wrong moment, you will miss and leave yourself open to attack, while even if you hit it right, there is the danger that your opponent – if she's quick enough – will shrug it off or avoid it. You have the option of kicking or punching, or running straight at your opponent, but then there is a danger of having him reverse it.

As far as tie-ups go, there are two different types: soft, by tapping the grapple button, or hard, by pressing and holding it. A hard grapple takes longer to do and therefore leaves you open to a swift punch to the teeth or kick in the 'nads, but a soft grapple only allows weak-powered moves to be pulled off. The grapple itself can be applied to the front and back of your standing opponent, and when they are on the floor, to the legs, head and sides of your opponent, again to the front and back, opening up a huge range of possible moves.



"Keep looking, I know it's up there somewhere! I never should have swallowed my watch for that dare!"

EXCELLENCE OF EXECUTION

To start with, you will have to utilise soft grapple moves as they are the least risky, although it also means damage to your opponent will be minimal. As they begin to tire however, you will have more chance to pull off the bigger moves, which

are executed by hitting different button combinations – not bashing!

The total number of moves in this game is truly ridiculous. It is really amazing how many people own *World Tour* and think they know all the moves when they are nowhere near the truth. Even the official guide left dozens of glaring omissions,

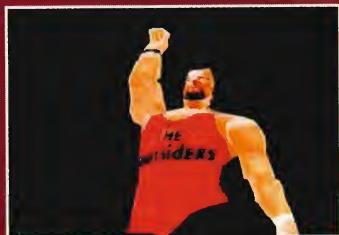
Inside-to-out plancha dives, rope assisted Asai moonsaults, and backflip bodyblocks performed by running up the ropes are all possible!

Hey, Big Fella!

Revenge features a whole host of wrestling superstars. Here are some of the most famous...



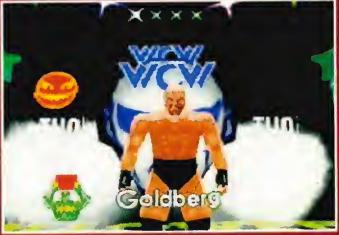
Whether "Hollywood" or "Hulk", Hogan is still the most instantly recognisable face in wrestling. In 1996, he dumped his all-American ways and became a baddie, and general of the NWO!



"Big Sexy" Kevin Nash, once known as Diesel, left the WWF and formed the NWO. After becoming fed up with Hollywood Hogan's attitude problem, he left to form splinter group The NWO Wolfpack.



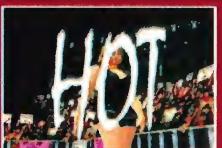
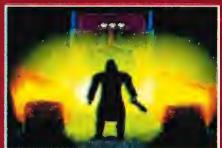
Probably the greatest wrestler in the world, Canadian hero Bret Hart left the WWF after his boss cheated him out of the title. "The Hitman" is now bending bones for the NWO!



Goldberg defeated Hogan for the WCW belt within his rookie year! Frighteningly intense, Goldberg has developed a huge following and will dominate the sport for many years!

Introduce Yourself...

Revenge has one of the longest and best intro sequences of any N64 game. It's a bit cheesy, but it's also pretty damn cool!



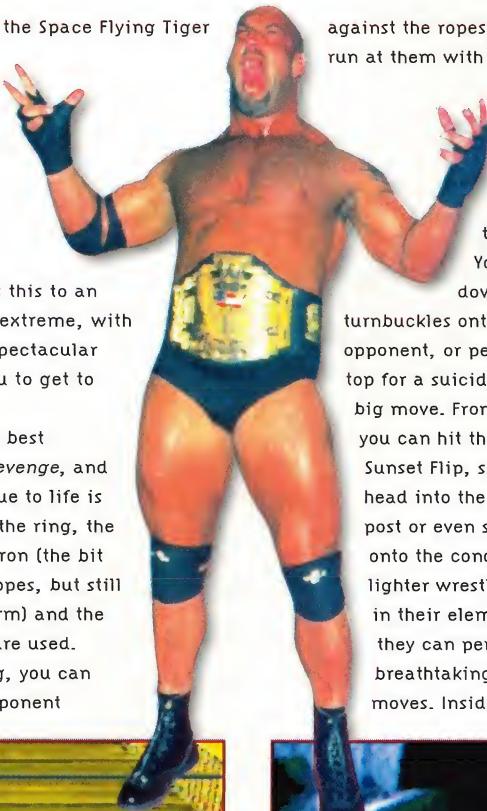
When you hit a powerful move, you are treated to some stunning Van Damme-style replays from different angles, ideal for smug celebration.



among them the Space Flying Tiger Drop, the Top-Rope Float-Over DDT and Top-Turnbuckle Splash Mountain. *Revenge*, of course, takes this to an even further extreme, with loads more spectacular moves for you to get to grips with.

One of the best features of *Revenge*, and one that is true to life is the way that the ring, the ropes, the apron (the bit outside the ropes, but still on the platform) and the turnbuckles are used.

In the ring, you can whip your opponent



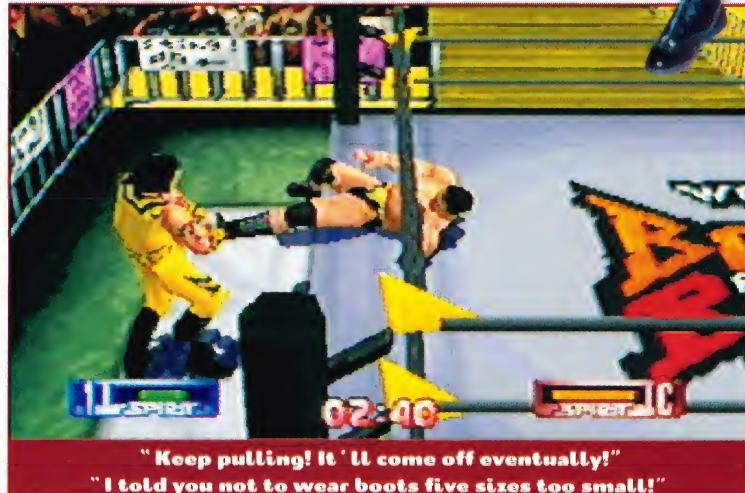
against the ropes, and either run at them with a powerful move or else catch them for something special on the rebound. You can leap down from the turnbuckles onto your prone opponent, or perch them on top for a suicideplex or other big move. From the apron, you can hit them with a Sunset Flip, smash their head into the turnbuckle post or even suplex them onto the concrete. The lighter wrestlers are most in their element here, as they can perform a breathtaking array of moves. Inside-to-out



plancha dives, rope assisted Asai moonsaults, and backflip bodyblocks performed by running up the ropes are all possible!

Combination moves are a new addition, allowing you to hit your opponent with a variety of kicks and punches before finishing them with a big move!

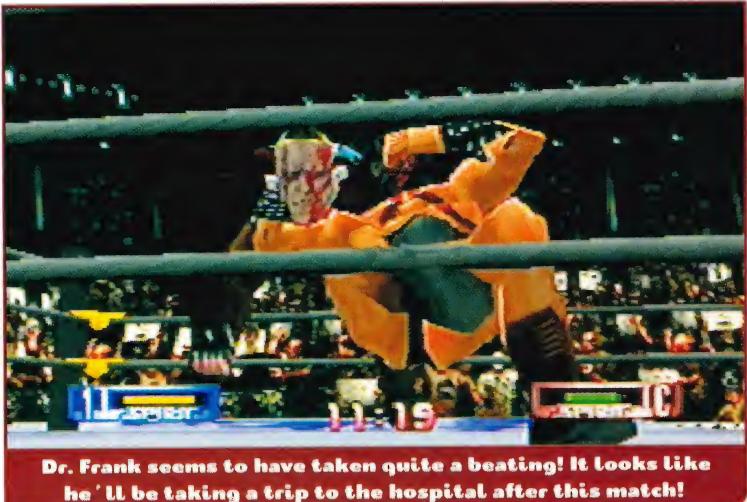
The number of available moves is at least doubled by the option to reverse moves, depending on your wrestler's "spirit", and if you hit the R button at the right time, you may even be able to reverse your opponent's move, getting out of it to do a move on them. It is a very sickening feeling indeed when you hoist your opponent up for what should be the smugness-enabling and match-winning Tombstone



"Keep pulling! It'll come off eventually!"
"I told you not to wear boots five sizes too small!"



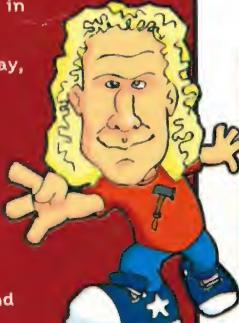
You can brawl right up the aisle, and use the crowd railings as weapons, just make sure you don't get counted out!



piledriver, only to see the wiggling legs that signal a loss of balance and a reversal of the move which sees your head crash into the mat with around 600 pounds of beefcake driving it down. On some very rare occasions, this reversal can also be reversed, leading to all manner of edge-of-the-seat panicking and cries of "No Way!".

THORS' COMMENT

The best game to grace the N64? I think so! *World Tour* with steroids! This game takes *WWF Warzone* into the ring and teaches it how to REALLY wrestle. Although the graphics of the wrestlers are not as good as *Warzone*, the moves are performed in a much more spectacular way, giving you a real rush of adrenaline as you pound your sad opponent's face into the turnbuckle. And the multiplayer option... beating your friends to a pulp has never been this much fun! If you don't already have a wrestling game, buy *Revenge*! If you do, buy *Revenge* anyway!

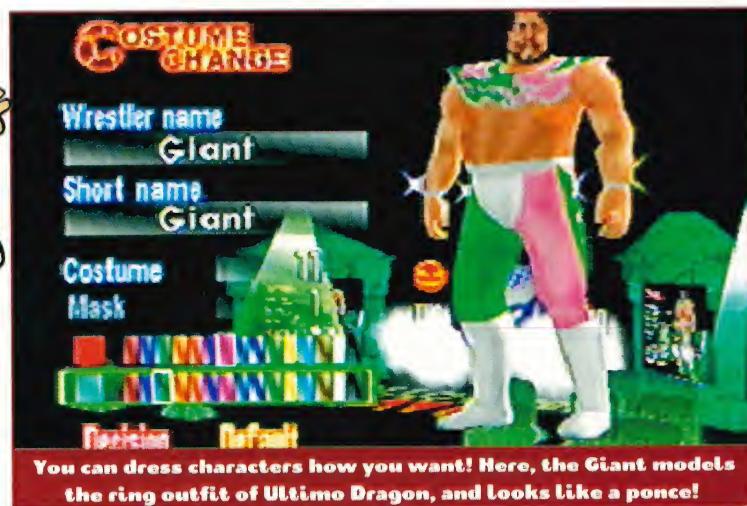


The aforementioned spirit feature makes a welcome return. This is an inventive and mainly tactical replacement for the energy bar of past wrestling games, which is unrealistic. Spirit basically means how worked up and motivated your wrestler is, either due to being happy with his progress, or angry for some reason. When your spirit is low, the bar turns a pale blue colour, and this means that any moves you

attempt may be reversed due to your lack of strength, whereas when it is a pulsing red colour you are more likely to reverse a move yourself. When it says "Special", your chosen hero has gone bonkers, springing to his feet when knocked down, and this also gives you the ability to hit your opponent with one of your finishing moves, by wagging the analogue pad during a hard grapple.



Some wrestlers have managers and valets accompanying them to the ring, but luckily you can jump out of the ring and give them a bit of a pasting!



The multiplayer game in Revenge is arguably the best on the N64, with a ridiculous number of scenarios arising in every match.

a hand if you're in trouble, and some wrestlers have managers and valets accompanying them to the ring, who occasionally interfere. Luckily for you though, you can jump out of the ring and give them a bit of a pasting if they deserve one!

BADASS' COMMENT

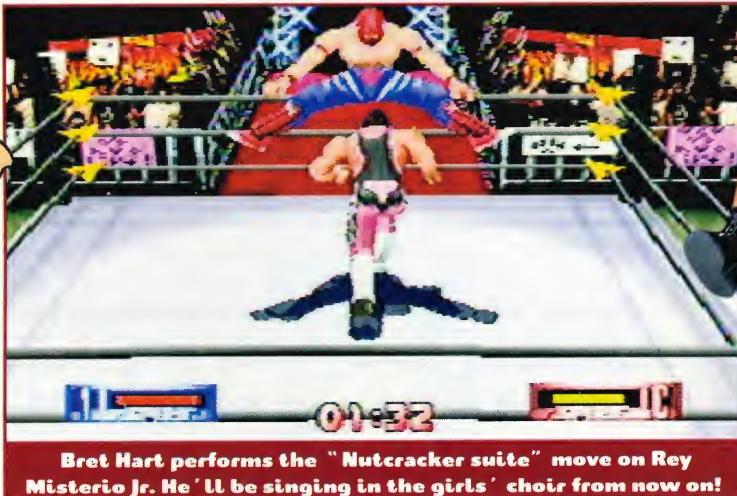
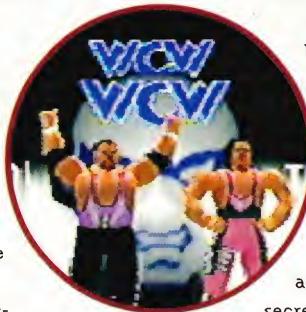
As the saying goes, *Revenge* is oh, too sweet. If wrestling is your thang, then get it on and get it out. The sport of the acting athletes has never been so well represented on the N64, yet none have even come close to the brilliance of this one. Tight pants and well-toned, oiled bodies appear in abundance, as do some of the ugliest ring-raiders ever witnessed. All of the stars are here with moves aplenty and some excellent multiplayer frolics for you and your buddies to enjoy. There can be no doubting the success *Revenge* will enjoy... just don't forget to wear your clean Y-fronts.



The multiplayer game in *Revenge* is arguably the best on the N64, with a ridiculous number of scenarios arising in every match. In tag-team mode, some co-operation is required, but in four-player battle-royal mode, you start off in a big bundle, and before long shaky alliances will be formed, with two ganging up together on one poor soul. These don't last though, and inevitably lead to back-stabbing double-crosses, and real friendships will begin to feel the strain after a few games. Once your man has been eliminated, he stays

active outside the ring, able to pull people out by the legs and give them a dee-rubbing with rubbish bins, stop signs, briefcases, or baseball bats covered in barbed wire!

Longevity in single-player mode is always a problem in games like this, but this has been improved upon dramatically. There are over 55 default wrestlers to choose from, which means another 24 at least are secret characters for you to find! There are full stats and a scoreboard which keeps track of your progress. You can play as promoter, using the costume edit and setting



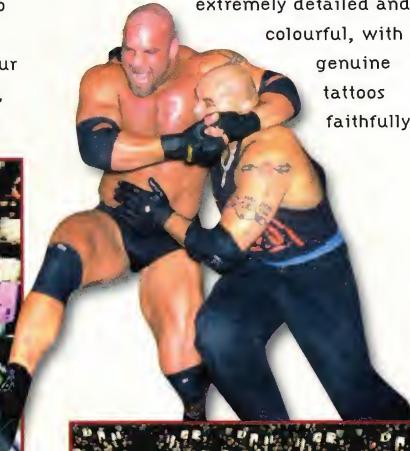
Bret Hart performs the "Nutcracker suite" move on Rey Mysterio Jr. He'll be singing in the girls' choir from now on!

up matches, and you could even, for example, re-unite former WWF tag-team champs the Hart Foundation and take them to the tag-team titles, ready to hold off all comers, and make no mistake, on "hard", this game packs a very tough challenge, even to battle-scarred *World Tour* champs like myself!

SPANDEX BALLET!

The music and graphics are vastly improved over *World Tour* and are actually better than those in *WWF Warzone*, although not as realistic. The number of frames of animation is staggering, and the transitions between moves is seamless. The backgrounds, the crowd and the wrestlers themselves are chunky,

extremely detailed and colourful, with genuine tattoos faithfully



What A Move!

Revenge features a whole range of stunning moves, here are some of the most impressive...



After perching Chris Benoit upon the top turnbuckle, Chris Jericho then hits him with a stunning Frankensteiner move.



The Executioner hits Dr. Frank with a nasty moonsault (backflip) splash from the top turnbuckle! Splat!



Here's a standard Frankensteiner, executed by the man who invented the move, "Big Poppa Pump" Scott Steiner.



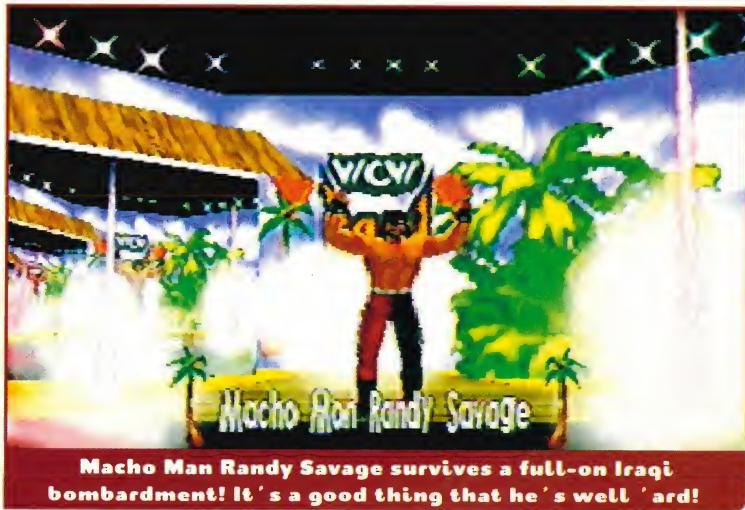
Mexican star La Parka divebombs his opponent AND manager, with a rope-assisted Asai moonsault! Class!



La Parka again: A sunset flip from the ring apron has provided wins for many wrestling stars!



Rey Mysterio Jr. hits a stunning Shooting Star Press (a moonsault with an extra twist) from the third floor!



Macho Man Randy Savage survives a full-on Iraqi bombardment! It's a good thing that he's well 'ard!



This spectacular double-team move is a blast! Simply hoist someone onto your shoulders, and get a mate to knock him off!

Revenge is by far the best beat-'em-up on the N64. It is a wrestling fan's dream, but more than that, it is a game that no N64 owner should be without!

reproduced, and members of the crowd waving banners and wearing WCW T-shirts. The music is mainly taken from WCW programming, and consists of guitar driven tracks that are nowhere near as cheesey as those in *World Tour*, with speech kept to a minimum.

The important question is, how far does this improve over *World Tour*? The answer is, happily, a lot. Almost everything has been

expanded on ad infinitum. *Revenge* is more, bigger, better, faster, in almost every way.

The game is not perfect however. There are still occasional graphical glitches, although these are barely noticeable.

Another problem is that the silly camera always feels the need to have every playing character on the screen at once, meaning that it often pans out so far that you can hardly see what you are doing. When playing in

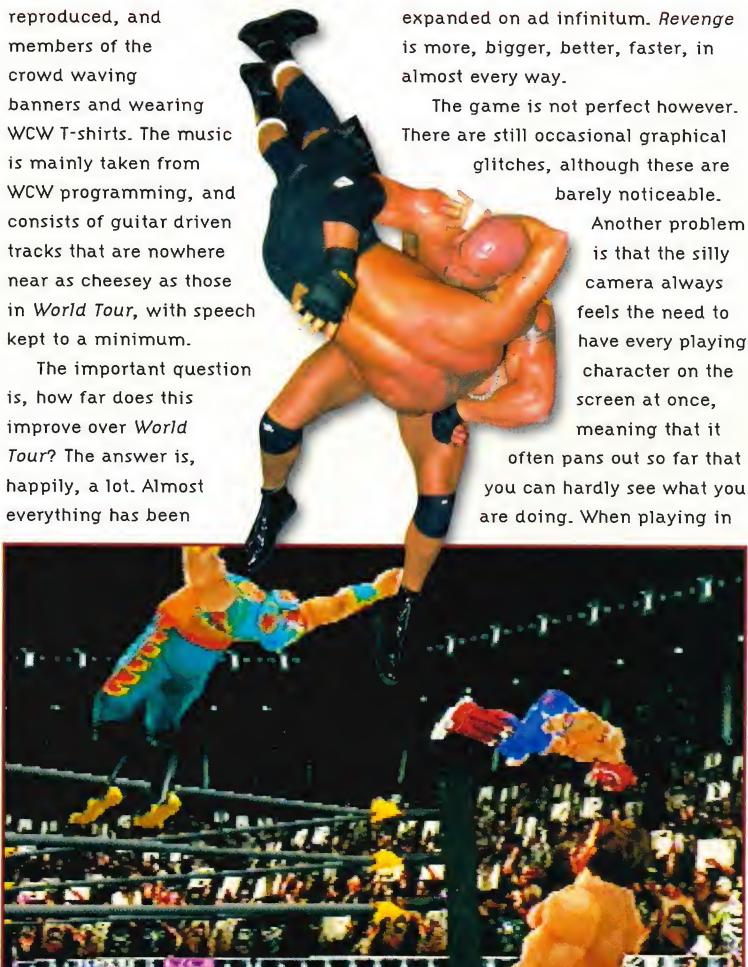
a tag-team match, the camera angle does not change, meaning that the action is often obscured behind the ring. Also, one of the last game's best features, the ability to play five-on-five elimination matches, has been removed completely.

CAN HE KICK OUT?

You can't compare a game like this to a beat-'em-up in the *Tekken* mould as it is so different. Whereas in most beat-'em-ups, bouts last for under a minute, the joy of *Revenge* is that bouts last from anywhere between five minutes, and for more experienced players, up to or even over twenty minutes! This gives the opportunity for genuine back-and-forth action, and a slew of superman comebacks. Imagine the final match in a heated rivalry between you and your mate/closely matched enemy! He pummels your man into the mat with his devastating finishing move. You prepare to put your joypad down and swallow defeat as you know your man won't get up, he can't get up... but, lo! Somehow, he kicks out a hundredth of a second before the third slap of the mat, and the match is back on! Can you turn it around and emerge victorious?

Whether you can or not, *Revenge* is by far the best beat-'em-up on the N64 with unmatched multiplayer fun.

It is a wrestling fan's dream, but more than that, it is a game that no N64 owner should be without! **JON**



The aerial moves in the game are stunning. Here, Rey and Dragon go for a simultaneous squashing of their foes!



VERDICT

GRAPHICS

Amazingly detailed with almost unmatched animation.

9

SOUND

Not mind-blowing, but genuine WCW music and a smattering of speech.

7

PLAYABILITY

Fantastic playability that is quite simply sheer poetry!

9

LASTABILITY

The best multiplayer game on the N64? Maybe...

9

OVERALL

Getting into the ring was never so much fun!

94

INFO

PUBLISHER: Nintendo

DEVELOPER: Hasbro Int.

PLAYERS: 1-4

GAME TYPE: Puzzle/Platform

VERSION: PAL

SAVE GAME: Battery back-up



RUMBLE PAK: No

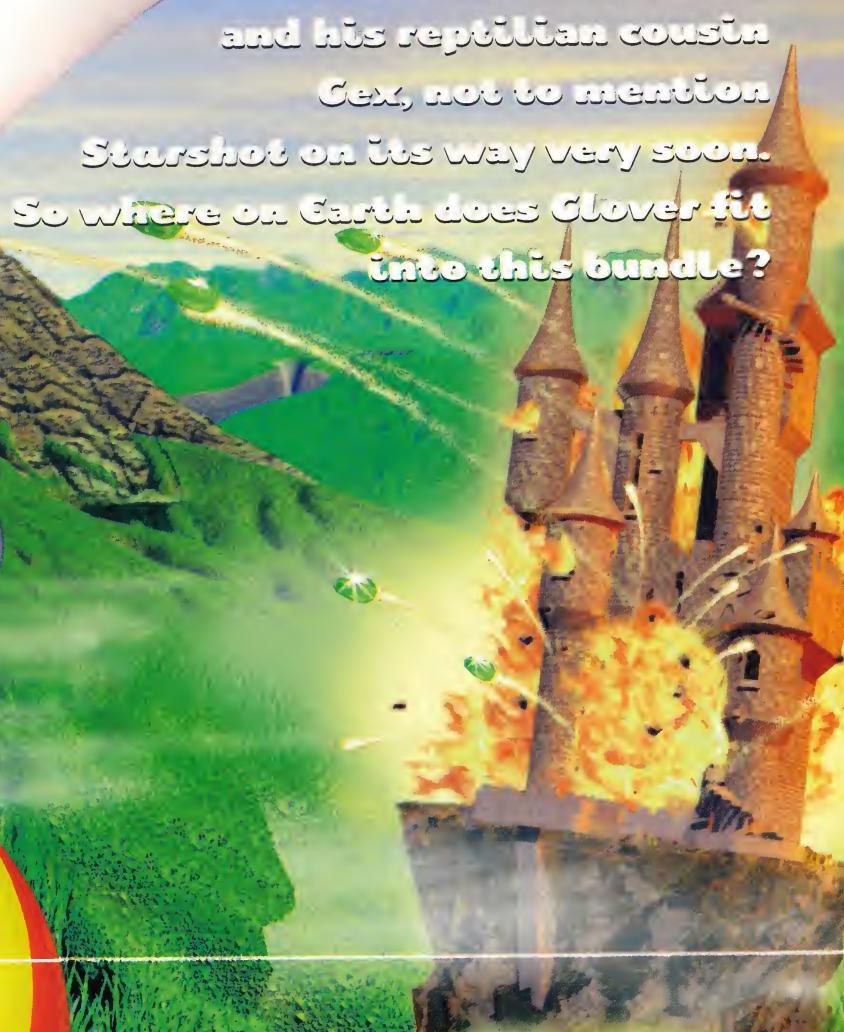


CARTRIDGE SIZE: 96MB



GLOVER

Apart from futuristic racers, the platform game genre is possibly the strongest type of game for the N64. As well as the king of platformers, *Mario 64*, we also have the tag-team champs, *Banjo-Kazooie*, *Baby Yoshi* and his reptilian cousin Cex, not to mention *Starshot* on its way very soon. So where on Earth does *Glover* fit into this bundle?





1st Impressions

Glover seems quite stiff to control at first, but everything becomes much smoother when you get your hand on the ball, and the training level sets you in good stead for the challenges that await you.



Glover is all sad because he's lost his ball. All together now in true pantomime fashion, "It's behind you!"



When you start playing the game it seems a bit jerky and nothing too special, but all this changes once you get hold of the first ball.

Ine would have thought that originality in videogames would have died before now. The industry is over twenty years old and has been through several creatively stagnant periods. Shining like the proverbial beacon through the fog of PlayStation driving, fighting and footie games however, are games which are pushing the envelope of originality. Acclaim's *Iggy's Reckin' Balls*, which scored 82 a couple of months back is a case in point, as is DMA's *Silicon Valley*, which will see the light of day before the end of the year. *Glover* also fits into this group,

and for a first game from Hasbro Interactive on the N64, it is very impressive indeed.

MR. GLOVER MAN, SHABBA!

Every N64 puzzle-platform game is typified by a rather convoluted little story – are you sitting comfortably? Then we shall begin...

Things are not all well in the Crystal Kingdom. You see, when the friendly Wizard was mixing spells, he accidentally caused a huge explosion that not only froze him, but sent the seven crystals flying that protect the world from

evil. Soon, mayhem descended on the world.

Luckily, one of the wizard's gloves was also lost in the explosion, and infused as it was with magical energy, it became Glover, a piece of heroic leather handwear. Unluckily, and somewhat paradoxically, the other glove, following the age-old tradition of Yin and Yang, became all evil, and, known by the moniker of Cross-Stitch, set out to stop Glover.

To protect the crystals, they have been changed into balls, and it is your job to locate these balls and guide them through thirty levels of mayhem to return them once again

CONTROL FREAK



1 'A' BUTTON

Accurately represents ball physics and provides pixel-perfect manipulation of your balls.

2 'B' BUTTON

Ideal for when you want to give your ball a good slapping. Also used as the jump button.

3 'C' BUTTONS

Change the camera angles.

4 'Z' BUTTON

Let go of your ball, lie down, cartwheel, or execute a fist-slam, when in mid-air.

6 START BUTTON

Pause...

7 D-PAD

Not Used.

8 R SHOULDER BUTTON

Changes your ball to other forms.

9 L SHOULDER BUTTON

Get on top of your ball.

Tricks you can do with your balls...

Glover seems to be quite adept at handling his balls...



You can walk on the ball, which is good for crossing deep water as the ball floats.



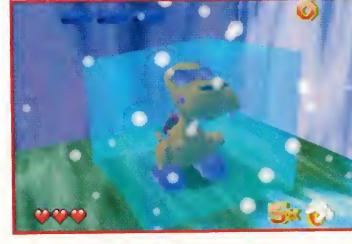
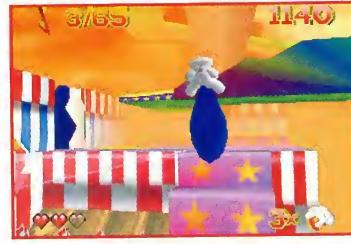
You can throw the ball, which is useful when reaching platforms or hitting targets.



You can also slap your ball, useful when knocking things over, or reaching platforms.



Dribbling is useful for negotiating several obstacles at a time. Hardly Dennis Rodman though!



Glover is a very commendable effort that should fit snugly into (or over) the hand of any platform game fan

to the machine from which they were initially dislodged.

When you start playing the game, it seems a bit jerky and nothing too special, but all this changes once you get hold of the first ball. Suddenly, the gameplay becomes smoother than an Italian in a Ferrari wearing Police shades (Thank you Jeremy Clarkson – Lips).

THE POWER OF GLOVE

As befitting a platform game character, Glover has a wide range of moves which have to be perfected to get you, and the ball, safely through the different levels. He has the usual jump and double jump, as well as a

cartwheel and the ability to duck. His repertoire opens up considerably when you have the ball however. You can roll the ball, or bounce and dribble it, basketball stylee, or throw it. You can also slap it, and if the situation calls for it, you can get on the ball and roll around by walking it, which helps you get across deep water. This is very difficult to control at first but this is

due to the accurate recreation of ball-physics, which is something that is represented well whenever you are controlling the ball.

The ball can also be changed into different forms. The default plastic ball is light and easy to control and throw, as well as being bouncy. The bowling ball is very heavy, so it can be used to destroy things and knock through walls. If you need to get a

ball through a small gap, the ball-bearing will be the best choice. In its original form, a crystal ball, you can rack up more points, but this is very fragile and breaks easily.

The graphics and sound in Glover have a very strange and unique feel to them, which is almost European in tone and similar in some ways to Infogrames upcoming title, *Starshot*. The levels are well designed and very colourful, but suffer from the terrible fog monster very badly occasionally, almost to *Buck Bumble* proportions! The enemies range right from the downright weird all the way to the registerèd insane – cuckoo! – and include inflatable floating elephants and juggling chickens. The music is also pretty weird and at the same time not particularly amazing, but it suits the mood of the game quite well and falls just short of offensive.

Tricky ball manipulation

Being a magical glove, Glover can alter the genetic make-up of his balls, which is useful in many situations...



The bowling ball can be used destructively, but it is heavy and sometimes hard to control.



The plastic ball is easy to control and quite light, but it can easily go POP! So take care!



The crystal ball allows your card-swiping antics to rack up higher scores, but it's fragile.



The ball bearing is quite light and durable, and able to fit through small gaps easily.

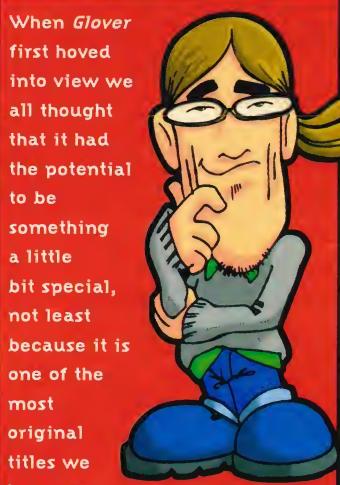


Glover heads towards the jaws of a huge evil-looking clown. "We all float down here, mwa hah haa!"



Here is an example of one of the many weird enemies in Glover - a demonic spacehopper with flying goggles.

LIPS' COMMENT



When *Glover* first hoved into view we all thought that it had the potential to be something a little bit special, not least because it is one of the most original titles we have seen on the N64. Personally, I found that the initial gameplay was a tad tricky, but once it has been mastered you quickly realise that underneath the cute-looking exterior is some deeply devilish gameplay which will keep you busy for quite some time. However, I reckon that the boy Shadow has been a little harsh on the graphics. The fogging is actually supposed to be there for a start, it represents the dark shroud of evil and stuff, apparently. That said, Shadow is also dead right, *Glover* is top drawer material and you really ought to check it out! **LIPS**

Glover is a definite third choice for those platforming fans that already own Mario 64 and Banjo-Kazooie

There are thirty levels in all, ranging from Prehistoric to Atlantis to Space – where the lack of gravity affects your ball's dynamics – and the later ones provide a very tough challenge, with at least thirty hours gameplay for the average gamer. The real longevity is

gained not from actually completing the levels, but like with *Mario* or *Banjo*, collecting everything, and getting the highest score possible. To do this also involves collecting a number of playing cards in every level which can prove very tough.

Now, is this game just a load of balls, or what? Well, no it isn't actually. It is a very commendable effort that should fit snugly into (or over) the hand of any platform game fan. Indeed, it falls short of the giddy heights achieved by *Mario*



If you don't take good care of your balls they can get damaged and will become adorned with plasters.

and *Banjo-Kazooie* in terms of graphical finesse and overall polish, but it is better than *Yoshi's Story* and *Gex 64*. *Glover* is a definite third choice for those platforming fans that already own the aforementioned plumber and bear/bird associated gaming titles. **JON**

VERDICT

GRAPHICS	7
Alright, but not likely to separate your jaw from your skull.	7
SOUND	7
Usual cutie platform fare, with weirdo sound effects.	7
PLAYABILITY	9
Smooth and playable ball-related fun!	9
LASTABILITY	8
Quite a stiff challenge awaits you in the Crystal Kingdom.	8
OVERALL	89
If you need a <i>Glover</i> baby... then you'd better get this game!	89

INFO

PUBLISHER: THQ

DEVELOPER: Takara

PLAYERS: 1-4

GAME TYPE: Micro Racer

VERSION: PAL

SAVE GAME: Memory Card



RUMBLE PAK: No



CARTRIDGE SIZE: 128MB



PENNY RACERS



CONTROL FREAK



1 ANALOGUE STICK

If you would like to drive your vehicle to the left – push the stick to the left... But if you want it to go to the right, push the stick right...

2 'A' BUTTON

Accelerator.

3 'B' BUTTON

Brake.

4 'C' BUTTONS

Selects camera views, small, big, or drivers-eye view.

5 'Z' BUTTON

Fires Special weapons, missiles, turbo boosting etc...

6 START BUTTON

Pause...

7 D-PAD

Eeetttt daaaaasss naaaaarrthiing.

8 SHOULDER BUTTON

If you fancy a bit of backwards-driving action, this is your button. Hold it down, depress the accelerator and watch as your car drives in reverse gear.

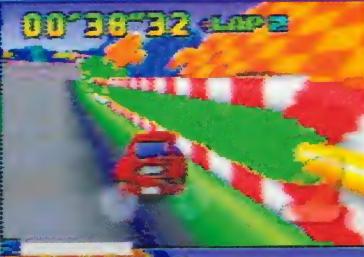
Cars are again the flavour of the month in the ever-widening world of Nintendo. Continuing with the trend, THQ decide to thrust the little title with big prospects upon us... money isn't an issue with the Penny Racers...

Ih, how the small are picked on. Tormented within the confines of the school walls and castigated for their minuscule appearance throughout their lives. We can scoff at our broad size and feed our towering egos, but beware, the petit form is rising once again. Penny Racers is yet another racer that makes a mockery of those that view size as an important issue. "The bigger it is, the better

it must be!" A view shared by many a naive fool amidst the backdrop of a world which is continually trying to miniturise everything. With this in mind, it is no surprise to find the latest racing software to come out of the THQ headquarters has been scaled down to a much smaller level. Little cars, little circuits and little time for making your decisions are the fundamental

elements that make up this little gem. If racing is your thing, and you don't mind whether the cars are roaring beasts or whimpering dwarves, then this one could well measure up to your expectations.

Based on the popular toy series, Penny Racers enters the world of Nintendo in spectacular fashion. It plays like Mario Kart and looks like a 3D version of Micro Machines. It has



Four times the fun, but one of us hasn't quite grasped the idea of the game yet. That'll be Thor, then... So much for the gamebuster!



1st Impressions

First impressions of *Penny Racers* do not make you dribble with delight. The cars are not the most graphically impressive creations you'll ever witness, and the sound is nothing short of annoying. The playability of the game is definitely the area that *Penny Racer* excels in.



As well as the various terrain, weather conditions come in a variety of forms. Cold and foggy... must be a Bank Holiday in England.



to be said, the graphics are not among the prettiest ever witnessed before, but what it lacks in this department is certainly made up for in others. The fun-playing combat racer features a wealth of vehicles to play with, from Dustbin Trucks and Range Rovers to Ferraris and Porsches. There is also a multitude of tracks set among some torrid surroundings for you to race on. Arctic, off-road, and rain-sodden country lanes all make appearances and do their utmost to make the driving experience as hazardous as possible. The racing is fast and frantic with six vehicles each taking part in any one race. Your

primary goal is to finish in one of the top three places, and once you're doing this, the fun really does start to kick in.

PENNIES FROM HEAVEN

The 'racing series' option pits you against five other drivers in a competition that covers all of the various weather-affected terrains. Points are allocated to each particular opponent based upon their finishing positions and with it, the ability to pick and choose components from your opponents' vehicles. Anything that you see on somebody else's wagon is freely available for you to

steal. Should you fancy a turbo injection unit that is currently fitted to the Fire Engine, or a set of police lights from the VW Beetle, then they are yours. This feature sets *Penny Racers* aside from other games in this market, as does the availability of weapons. Missiles and armaments of many kinds can be selected to aid your cause and inspire your race tactics. The inclusion of the firearm takes the whole playing experience to a higher level. Whether it be by shooting your way through the field or laying a bomb in your tyre tracks for the unsuspecting, the way you choose to race is entirely yours.

Apart from the on-track antics, and the vehicle destruction that occurs, there are even more gaming options available to you. Those of you who are competitive yet have no friends are catered for with a time trial option that allows you to race yourself with a ghost racer in tow. But if you can find four buddies that enjoy all of the frivolity that the N64 has to offer, the quartered-screen multiplayer race, as seen in the great *Mario Kart*, oozes fun appeal. The action never slows for a second, and the only problem is the friction it causes between your mates.

Ganging up on each other  

"Anything that you see on somebody else's wagon is freely available for you to steal."

Miniature Motor Mayhem

There are over 100 vehicles for you to choose from, and they all come in a variety of shapes and forms. Fire engines, sports cars and off-roaders all appear in different guises, and each can be fitted with a selection of upgrades as you progress. Fat wheels and turbo units are particularly useful additions.





Weapons come in various forms. Missiles and spinning-spiky-moves are just two of them but you will have to learn to use them well.



The scenery is lovely. Fancy a night at this country Lodge? Unfortunately I don't think that they take luncheon vouchers!

"Whether it be shooting your way through the field or laying a bomb in your tyre tracks for the unsuspecting, the way you choose to race is entirely yours."

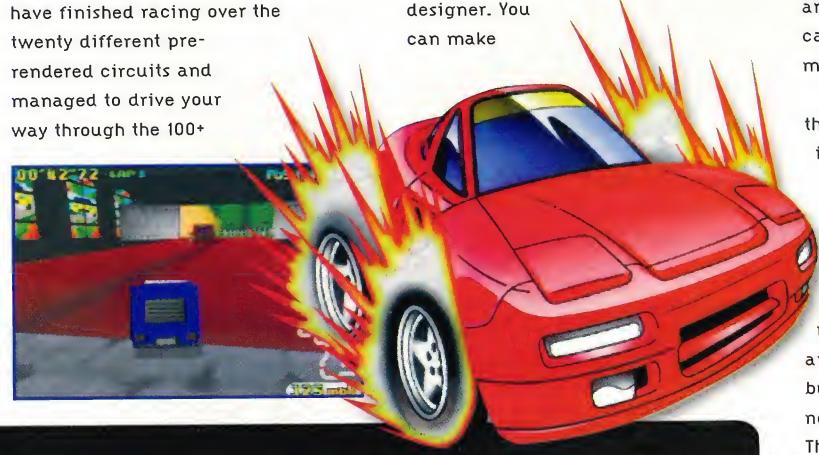
or simply picking on the ginger-haired kid from next door with a flatulence problem, the multiplayer moments will live in the memory for as long as you own the game. In fact, they'll probably last a lot longer than that, and when you reach your dotage you can happily reminisce.



PAR FOR THE COURSE

By far the greatest addition to Penny Racers is the track editor. When you have finished racing over the twenty different pre-rendered circuits and managed to drive your way through the 100+

vehicles available to you, you can then set about letting your imagination run riot – as a road designer. You can make



Create a Straight

The track editor is an ideal addition to a game of this style. This allows you to build a course in any shape, size or style you like. You can also use it to draw funny shapes and drive around them... ah, such fun!



tracks exactly how you like. Oval, Indy car style courses with long straights, or hideous, tight circuits with more bends than a toilet factory, the final choices are left to the hidden inner sanctums of your own creative mind. There are various hazards you can also include in your course. Oversized traffic cones, water traps and ramps are just a few of the obstacles that can be deviously used to create a more interesting race.

Overall, Penny Racers is a title that will offer hours of entertainment in both single and multiplayer modes.

There are so many vehicles and upgrades to fit to them, and a fair few different courses to race them over, that you'll undoubtedly be experimenting for ages. As mentioned before, the graphics are not the nicest you'll ever see, but they're not indefinable and will not ruin the experience in any way. The sound, as one has come to expect from racing games, has either been a carnival of heavy metal guitar riffs or cheesey, bleeping, happy tunes. Sadly, Penny Racers has the latter. It is tolerable at first, but





Finishing the race on the roof of the car is arguably the most unusual victory celebration seen before.



A sandy grid is always fuel for some hectic wheel-spin action especially if you haven't selected the off-road tyres.

LIPS' COMMENT

Judge me by my size do you? Size does not matter as *Penny Racers* clearly shows. The current trend for racing games is for either realism or (ahem) futurism. *Penny Racers* conveniently avoids both of these trends in favour of a racing game a la *Mario* and *DKR*. Initially offputting, the game needs to be seriously played and upgrades are needed before you get a measure of the true speed of the game.

However, what this means is that to get the most out of the game you have to play it for quite some time; anybody want to complain about that? Didn't think so...

What you have here is a great one-player racer and a superb multi-player game with a track editor as a bonus. What more could you possibly want? I seriously recommend that you check out this little beast of a game! **LIPS**



"Penny Racers is a title that will offer hours of entertainment in both single and multiplayer modes."

soon has you blocking the ear lobes for salvation.

There is no denying it, THQ have an excellent piece of software in their hands. There is an all-round cute appeal that works in tandem with that of a hard combat-racer,

and subsequently fuses the whole composition into a quality project. *Penny Racers* is no more than a high velocity, racing romp in which the victor must be victorious by any means... and those means are there at your disposal. This is a rugged

fight-or-be-fought world of miniature racers, rich in excitement. If *Mario Kart* was a favourite of yours, then this new title from Takara should be equally as palatable for all of your wild and crazy miniature vehicle racing needs. **BADASS**



The alternate views enable you to view your car in a smaller form. This must be a half-penny racer... heh, heh!

VERDICT

GRAPHICS

These aren't the best you'll ever witness, but they do the job adequately.

7

SOUND

Cheesey, but cheerful tunes that compliment the overall toon feel.

7

PLAYABILITY

The four-player action will have you sidesplitting. A barrel of laughs.

9

LASTABILITY

Should keep you plugging away for days. So many cars and a track editor!

8

OVERALL

Over a hundred vehicles and multiplayer fun to die for. This is an excellent game.

85

INFO

PUBLISHER: Nintendo

DEVELOPER: In-House

PLAYERS: 1-2

GAME TYPE: Snowboarding Racer

VERSION: PAL

SAVE GAME: Battery back-up



RUMBLE PAK: Yes



CARTRIDGE SIZE: 128MB



1080° SNOWBOARDING

The coolest sport on the planet, Snowboarding, finally finds its way onto a Pal N64. It has been a long wait, but can it compete with all those triple 'A' titles that are lining up for a piece of the Xmas action?

It seems like an aeon has passed since the Japanese import copy of Nintendo's *1080° Snowboarding* found its way into the office. The boy Jones spent a good two weeks solidly playing it with very little thought of 'minor' details such as deadlines. There was a time when virtually everyone in the office had to have a go and for a finite time *1080* was the game that sucked the life out of lunchtimes.

Since those halcyon days, a number of very good games have been and gone. For the PlayStation owners there has been *Tekken 3* and the looming spectre of *Metal Gear Solid*. For us N64

owners we have seen *F-Zero X*, are currently salivating over *Turok 2*, and there are more fantastic games coming in the not too distant future.

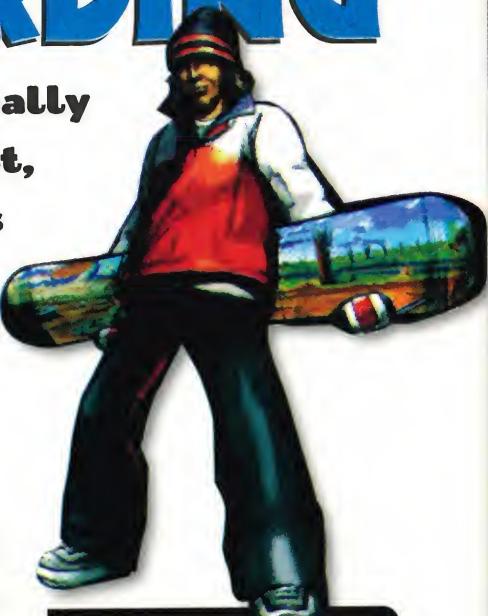
Where does that leave this rather tasty snowboarding game? Well, to be fair, those of you who have not seen it before will love it. The graphics are superb and the snow effects are so real that they make you want to pull on an extra thick sweater. However, thanks to that good old NTSC to PAL conversion, your selection of snowboarders traverse the black runs somewhat gingerly. However, if you have not seen the NTSC version then you are not likely to feel too let down by the slight

sluggishness that is all too noticeable to us all at Total 64.

However, I can't help thinking that maybe *1080° Snowboarding* might well have fared better if it had been released earlier in the year, as was originally intended. Apparently it was decided that being a winter sport, *1080°* should be released in the colder months. I hope that if there is ever a game based on a nuclear war that Nintendo do not apply the same rationale.

There's no doubt that *1080°* is great, but up against the likes of *Zelda*, *Turok 2* and *Wipeout* I reckon this little gem of a game might just be left out in the cold. **LIPS**

The graphics are superb and the snow effects are so real that they make you want to pull on an extra thick sweater.



1ST IMPRESSIONS



It's back, it's on Pal. The game that we fell in love has returned in all its icy glory!

VERDICT

GRAPHICS

Without a doubt the finest-looking snowboarding game on any format.

9

SOUND

The kind of groovy soundtrack and effects that reek of quality.

8

PLAYABILITY

Easy enough to get into, but devilish to master.

8

LASTABILITY

Similar to *Waverace 64*, but limited tracks mean that eventually you'll need more.

6

OVERALL

A wonderful game that hasn't got enough tracks to warrant a Top Banana.

85



INFO

PUBLISHER: Midway

DEVELOPER: Midway

PLAYERS: 1-2

GAME TYPE: Sports Sim

VERSION: US

SAVE GAME: Memory Pak



RUMBLE PAK: Yes



CARTRIDGE SIZE: 128MB



NFL BLITZ

Watching big men with shiny helmets running around a field is not the most popular interest of the British public, but for Americans it is their daily meat n' two veg. Is NFL Blitz any good? And why do they insist on calling it Football?

NFL Blitz is a revelation; not only is it the only really enjoyable "football" game I have ever played, it is also so simple to understand that after a while you start to actually understand how this most impenetrable of American sports actually works!

The reason for this is that it is taking on the sport from a completely arcade angle, providing fast and furious thrills over realism and simulation.

The action in the game all seems somewhat over-exaggerated and this is what makes it so good, and often, hilarious. The players are built like brick toilets and they use a sidesplitting array of tackles and

takedowns to lay your opponents out, spinning them round and throwing them across the field and them jumping on them for good measure.

The graphics are, somewhat surprisingly, superb, running at a smooth framerate in crisp medium resolution. In fact, the game does not really look any different to its arcade counterpart to the untrained eye! The sound is also impressive, boasting some credible commentary and a sickening selection of thuds and groans.

Where NFL Blitz really comes into its own, or to be brutal, the only time it is worth playing, is with a mate. You will really learn to appreciate this game when your match is a draw late into the fourth

quarter, as it can get pretty frantic!

The game of course has full NFL licensing, meaning that it has all of your favourite real-life players on the cart. It is also the first Nintendo game, hopefully of many, that can be played in the arcade. Information like your own plays can be saved onto your memory pak and then inserted into the arcade machine so you can use them to give total strangers a complete d-rubbing!

The lack of a four-player mode is a shame and the computer's AI, which often cheats, can be very frustrating sometimes, but overall this is an intense football experience that does not bog you down with strategy, stats and realism. **JON**



Hulk Hogan makes his pro debut on the gridiron, but old habits die hard!



1ST IMPRESSIONS



How I hate American football and all of its console-based incarnations. Oh boy, am I going to enjoy thi... Hang on! Just wait one second! This is actually pretty ace!

VERDICT

GRAPHICS

Highly detailed medium-res graphics which run at an impressive framerate.

9

SOUND

Credible commentary and sickening thuds accompany the game.

8

PLAYABILITY

Blistering arcade style gameplay that is easy to get into.

9

LASTABILITY

Loads of depth and a superb two-player mode.

8

OVERALL

A different American Football game which should appeal to most people.

89

INFO

PUBLISHER: EA

DEVELOPER: Stormfront Studios

PLAYERS: 1-2

GAME TYPE: Racer

VERSION: US

SAVE GAME: Memory Pak



RUMBLE PAK: No



CARTRIDGE SIZE: 96MB



NASCAR '99

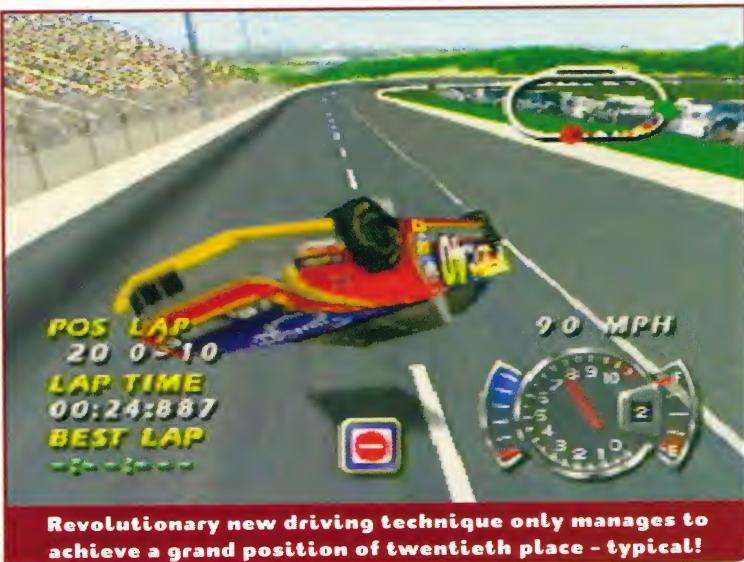
"It's like saloon cars that go a bit faster round an oval track - like in 'Days Of Thunder'..." was the general response around the office when I asked what Nascar racing is. Hardly sounds exciting does it? As someone who doesn't like driving games, this had better be very good to impress me...

Another month and another driving game turns up to be critically slaughtered, this time with the unfortunate casualty being EA's *Nascar '99*.

Stormfront Studios and EA's main problem is obvious from the offset, it is of course their choice of subject matter. Nascar racing in real life is incredibly boring when compared to GT racing, Formula 1 or cross-country rallying. The reason for this is mainly that the tracks are always an oval shape, so

a translation into a videogame leaves you with one type of corner to negotiate - one that calmly bends to the left, always followed by a long straight. Once you've mastered this technique, what else is there for you to do?

Well, you can go back and try to master it all over again with maybe a different car, and again, and so on, or perhaps you can alter your car's performance by tweaking features like downforce and tyre pressure, but this is only interesting for a limited period of time.



The tracks are always an oval shape, so a translation into a videogame leaves you with one type of corner to negotiate

CHECKER, CHECKER, CHECK IT OUT...

The cars themselves are faithfully reproduced down to minute details like the advertising logos that adorn them and the real-time reflections that shear across the bodywork of the car, but the backgrounds are lamer than a snail with athlete's foot, completely undetailed and untextured with a horrible blue band of familiar fog which fails miserably to hide the hideously close redraw.

The sounds bring to mind what it would be like to live in Hicksville, USA. Sure, the music may have been supplied by Joe Satriani and Stevie Ray Vaughn, but in this game you will find it hard to shake the image of grass-chewing pig farmers headbanging in their dungarees. Soooooey! The commentary is no better, with two guys called Benny and Bob lobbing their senseless Americanised whooping in your general direction.

The cars actually handle very well, and the game packs quite a serious challenge, but it is very unlikely to maintain your interest for longer than a couple of days, and the two-player mode (yes, no four-player action) does nothing much to redress the situation.

Oh well, give it a bash if you're a die-hard Nascar fan, otherwise don't even go there... **JON**

1ST IMPRESSIONS

Ah, look, an oval track. What do I do with this then? That'll be drive around it a mind-numbing amount of times. No time for the "Happy, happy, joy, joy" song, then.

VERDICT

GRAPHICS

Detailed cars but otherwise extremely poor.

6

SOUND

Crystal clear guitar rawk and speech.

7

PLAYABILITY

The cars handle quite well atleast.

8

LASTABILITY

Oh look another oval track... again.

5

OVERALL

Good Nascar racing game. Bad racing game.

59

NINTENDO 64



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TOTAL RECALL

The N64 now has loads of games available for it, most are pretty good, but some are worse than a slap to a sunburnt back. Make sure that you check out this section of the mag thoroughly before making those all-important purchases! Bear in mind that, as time goes by, scores are decreased to reflect the rising standards of games on our favourite machine!

THE ICONS

SAVE GAME	CART SIZE	RUMBLE PAK	PLAYERS
Save game: Memory Pak, battery backup or password.	How big the game is in terms of memory (Mbits).	This will tell you if the game is Rumble Pak compatible.	Number of players that can play the game.

UK
This will tell you if the game is the PAL version, which means that there is no need for either converters or importer's fees.

JAPAN
If the game has this icon, then you'll know that its country of origin is Japan. If you want to buy the game you will have to obtain it from an importer.

USA
If the game has this icon then you'll know that its country of origin is America. If you want to buy the game you will have to purchase it from an importer.

1080° SNOWBOARDING **89%**

PUBLISHER: Nintendo • DEVELOPER: In-House • REVIEWED: Issue 16



As you might expect from the team that brought you Wave Race 64, Nintendo's snowboarding title is an extremely well-made piece of software. The experience of 'boarding has never been reproduced as accurately as this before, but the game has limited replay value.

BATTERY 128 MBITS YES 1-2

AIR BOARDER 64 **78%**

PUBLISHER: Human • DEVELOPER: In-House • REVIEWED: Issue 17



When is a snowboarding game not a snowboarding game? When it's called Air Boarder 64. This title is basically your average snowboarding game, just set in the future. Unfortunately, it's fairly average and to be honest, your money could definitely be better spent elsewhere.

MEMORY PAK 64 MBITS YES 1-2

ALL STAR BASEBALL '99 **87%**

PUBLISHER: Acclaim • DEVELOPER: Iguana • REVIEWED: Issue 17



If you're a baseball fan then this is the title for you. Unbelievable hi-res graphics and realistic commentary make this the best baseball game money can buy. However, this game is for serious gamers out there – to get the most out of All Star, you'll have to play it for a long time indeed.

MEMORY PAK 96 MBITS YES 1-4

BANJO-KAZOOIE **96%**

PUBLISHER: Nintendo • DEVELOPER: Rare • REVIEWED: Issue 17



Superlatives cannot do this game justice. Rare have managed to create what is quite possibly the best platform/3D adventure game on any console. Don't let the cute graphics fool you – this is a beast of a game, and we at TOTAL 64 urge every last one of you to buy it!

BATTERY 128 MBITS YES 1

BIO F.R.E.A.K.S. **84%**

PUBLISHER: Midway • DEVELOPER: Sapphire • REVIEWED: Issue 16



Bio F.R.E.A.K.S. is a monster of a beat-'em-up and one of the best on the N64. The graphics are amazing, there are loads of new ideas, and it's great gory fun, although not perfect by a long way.

MEMORY PAK 128 MBITS YES 1-2

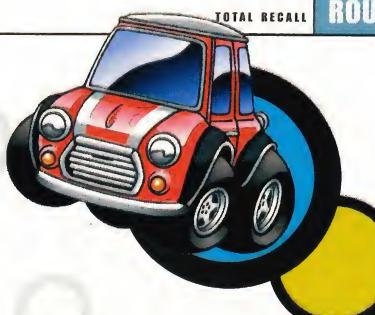
BLAST CORPS **89%**

PUBLISHER: Nintendo • DEVELOPER: Rare • REVIEWED: Issue 3



Rare's first title for the N64 is a wonderfully original game. It's something close to an arcade puzzle game, where you have to save the world from a nuclear holocaust by demolishing buildings.

MEMORY PAK 64 MBITS NO 1

**BOMBERMAN 64**

• PUBLISHER: Nintendo

• DEVELOPER: Hudson

• REVIEWED: Issue 9

60 %



Bomberman tries to out-Mario Mario and he really shouldn't have bothered. This is an uninspired, if pretty enough, outing for the little chap which just doesn't do him justice. The one-player game is adequate enough, but the multiplayer mayhem of yesterday just became cluttered and confused.

MEMORY PAK

64 MBITS



NO



1-4

BUCK BUMBLE (UK)

• PUBLISHER: Ubisoft

• DEVELOPER: Argonaut

• REVIEWED: Issue 20

91 %



Excellent shoot-'em-up with loads of variety. Argonaut have conjured up a wealth of Techno-beasties for the all-new hero Buck to put pay to. Heavenly gameplay marred only by hellish fog.



MEMORY PAK

96 MBITS



YES



1-2

DEZACMON 3D (JAP)

• PUBLISHER: Acclaim

• DEVELOPER: In-House

• REVIEWED: Issue 20

40 %



If you have ever fancied making your own Shoot-'em-up, then this is where you should plant your cash. However, unless you happen to be fluent in Japanese, then you ought to wait for the PAL version.

BATTERY PAK

128 MBITS



YES



1

DOOM 64

• PUBLISHER: GTI

• DEVELOPER: Midway

• REVIEWED: Issue 12

79 %



The classic PC game is brought up to date using the N64's truly wonderful graphical capabilities, and yet the gameplay remains much the same. If you loved the original you'll enjoy this, but it still doesn't compare to Goldeneye.

MEMORY PAK

64 MBITS



NO



1

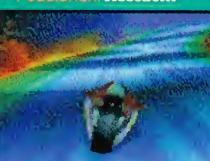
EXTREME G

• PUBLISHER: Acclaim

• DEVELOPER: Probe

• REVIEWED: Issue 9

87 %



The game that proves the N64 can indeed 'do' fast racing games. Basically Wipeout on bikes, Extreme G is a rollercoaster of a ride that can, at times, be a little frustrating to control. Apart from that, it's excellent fun.

MEMORY PAK

64 MBITS



YES



1-4

BUST-A-MOVE 2

• PUBLISHER: Acclaim

• DEVELOPER: Falco

• REVIEWED: Issue 17

60 %



A great puzzler that has caused many a sleepless night for Bust-A-Move addicts. However, that said, this has to be one of the greatest rip-offs ever to have been thrust into our offices. The bottom line is, unless it's less than £25, don't even go there.

MEMORY PAK

128 MBITS



NO



1-2

DARK RIFT

• PUBLISHER: Vic Tokai

• DEVELOPER: In-House

• REVIEWED: Issue 10

69 %



For a beat-'em-up with weapons, Dark Rift is curiously inoffensive. It's a competent enough exercise that is looking a little long in the tooth these days. The combat controls are reasonably instinctive, but this only makes for a button basher's paradise.

MEMORY PAK

64 MBITS



NO



1-2

DIDDY KONG RACING

• PUBLISHER: Nintendo

• DEVELOPER: Rare

• REVIEWED: Issue 10

95 %



The game that Mario Kart should have been? The one-player mode takes ideas first seen in Mario 64 and introduces them into a racing game. Lots of fun but perhaps just a little too cute for older players.



MEMORY PAK

128 MBITS



YES



1-4

DUKE NUKEM 64

• PUBLISHER: GTI

• DEVELOPER: In-House

• REVIEWED: Issue 10

85 %



The Doof finally manages his N64 debut and boy, is he a tough mutha! Everything that you'd expect is here from the PC version, except the dodgy strippers. There's excellent level design, some wicked humour and heaps of attitude.

MEMORY PAK

64 MBITS



YES



1-4

F-1 WORLD GRAND PRIX (US)

• PUBLISHER: Video System

• DEVELOPER: Paradigm

• REVIEWED: Issue 20

92 %



The kind of racer that makes you happy to be an N64 owner. Perhaps a little slow, but with the wealth of options available and stunningly realistic graphics this is a must buy for F-1 fans.



MEMORY PAK

128 MBITS



YES



1-2

F-ZERO-X

PUBLISHER: Nintendo • DEVELOPER: Nintendo • REVIEWED: Issue 19



This is the game that proves the N64 can handle high speed racing and still offer supreme playability. *F-Zero X* offers future racing at its purest; no guns, no frills, just the adrenaline rush of clearing the swooping tracks in first place. Especially good in four-player mode.



BATTERY:  128 MBITS:  YES:  1-4: 

FIFA: RTTWC '98

PUBLISHER: EA • DEVELOPER: In-House • REVIEWED: Issue 12



All the options and graphical finesse you could ever want from a sports-sim. Unfortunately, it is essentially a very poor footie game, there are better out there and *FIFA: RTTWC '98* is best avoided.



MEMORY PAK:  128 MBITS:  NO:  1-4: 

FIGHTERS DESTINY

PUBLISHER: Ocean • DEVELOPER: Imagineer • REVIEWED: Issue 12



Fighters Destiny is something of a novelty – it's a fighting game that doesn't try to copy *Tekken*! As a result, this game has a highly enjoyable and original fighting system. The best on the N64 – so far.



MEMORY PAK:  128 MBITS:  YES:  1-2: 

FORSAKEN

PUBLISHER: Acclaim • DEVELOPER: Iguana • REVIEWED: Issue 16



3D shooting at its very best. Proves that the N64 can play fast-moving games with loads of detail and stuff going on. Although the one-player game is a little linear, the multiplayer option really does rival *Goldeneye* for sheer playability.



MEMORY PAK:  128 MBITS:  YES:  1-4: 

GEX 64

PUBLISHER: GTI • DEVELOPER: Realtime Ass. • REVIEWED: Issue 20



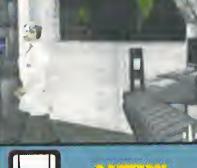
The slippery little fella makes his first appearance onto the N64. Despite the fact that it isn't quite up to *Banjo-Kazooie's* standard, it is mighty fun nonetheless. Nothing new but not bad either.



MEMORY PAK:  96 MBITS:  NO:  1: 

GOLDENEYE 007

PUBLISHER: Nintendo • DEVELOPER: Rare • REVIEWED: Issue 8



In our opinion, the best game on the N64. With its wonderful mission-based gameplay, superb graphics and a truly excellent multiplayer option, this game is leagues ahead of any other first-person shooter.



BATTERY:  128 MBITS:  YES:  1-4: 

GT 64: CHAMPIONSHIP EDITION

PUBLISHER: Infogrames • DEVELOPER: Imagineer • REVIEWED: Issue 16



You were wondering where the N64's *Gran Turismo* would come from, weren't you? Well, here it is, not quite as good as the PlayStation's best but for all of you racing game starved N64 owners, it's a godsend. *GT 64* offers tracks, speed and realistic handling.



MEMORY PAK:  128 MBITS:  YES:  1-2: 

IGGY'S RECKIN' BALLS

PUBLISHER: Acclaim • DEVELOPER: Iguana • REVIEWED: Issue 19



This game is enough to send anyone schizophrenic! It's a game of two halves, but the only balls in sight are pulsing, leaping little 'doods' with six foot tongues. Interesting that. Half platformer, half racer, *Iggy's* is a ball in multi-player mode and a bit of a chore for the lonely.



MEMORY PAK:  128 MBITS:  YES:  1-4: 

ISS 64

PUBLISHER: Konami • DEVELOPER: In-house • REVIEWED: Issue 4



The best footie game on the N64? You betcha! With its arcade-style gameplay you'll be hooked on the first play, but as you learn more, you'll realise that this game has a depth unlike any other.



MEMORY PAK:  128 MBITS:  NO:  1-4: 

ISS '98

PUBLISHER: Konami • DEVELOPER: In-House • REVIEWED: Issue 20



The best footie game just got better. Improved animation, more intelligent goalies and all the wonderousness that *ISS* football games have come to stand for. THE football game – buy it!



MEMORY PAK:  128 MBITS:  NO:  1-4: 

KILLER INSTINCT GOLD

PUBLISHER: Nintendo • DEVELOPER: Rare • REVIEWED: Issue 1



Killer Instinct Gold was revolutionary a couple of years ago, but unfortunately Rare's arcade smash has not stood the test of time at all well. It is very dated and far too complex for most players.



MEMORY PAK:  128 MBITS:  YES:  1-4: 

LYLAT WARS/STARFOX 64

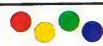
PUBLISHER: Nintendo • DEVELOPER: Nintendo • REVIEWED: Issue 16



Similar in gameplay to the SNES version, this has one main advantage – its breathtaking graphics that make you feel like you're taking part in a movie. An excellent multiplayer option is the icing on the cake.



MEMORY PAK:  128 MBITS:  YES:  1-4: 



**MACE: THE DARK AGE**

• PUBLISHER Midway

• DEVELOPER In-house

• REVIEWED Issue 9

80 %



A conversion of an excellent arcade game, *Mace* puts the emphasis on weapons in this gory beat-'em-up. Based on the *MK* control system but set in a more 'real' 3D environment, this is a serious alternative to *Fighters Destiny*.

MEMORY PAK

64 MBITS



1-2

MARIO KART 64

• PUBLISHER Nintendo

• DEVELOPER Nintendo

• REVIEWED Issue 1

93 %



Not too dissimilar to the SNES version but with much better graphics, longer courses and an excellent multiplayer option. This is probably still the most fun racing game on the N64.



MEMORY PAK

128 MBITS



1-4

MIKE PIAZZA'S STRIKEZONE

• PUBLISHER GTI

• DEVELOPER Devil's Throat

• REVIEWED Issue 15

30 %



If you have to make a game out of a sport as boring as baseball, then it has to have some redeeming features. Nope, none here. Truly, truly abysmal in every sense of the word.

1-4

MORTAL KOMBAT 4

• PUBLISHER Midway

• DEVELOPER Eurocom

• REVIEWED Issue 18

90 %



Not as transcendental as *Tekken* nor even as superb as the *Street Fighter* games. Nevertheless this is by far the best beat-'em-up on the N64. Hopefully better will follow, until then rejoice and treat yourself to this top fighting game.



MEMORY PAK

96 MBITS



1-2

MYSTICAL NINJA

• PUBLISHER Konami

• DEVELOPER In-house

• REVIEWED Issue 11

89 %



Konami's RPG/platformer finally sees a release on western shores, and although it takes its cue from *Mario 64*, it offers a superbly diverse and humorous adventure. Excellent graphics and subgames make this one of the best buys for your N64.

1

NFL QUARTERBACK CLUB

• PUBLISHER Acclaim

• DEVELOPER Iguana

• REVIEWED Issue 10

89 %



Anyone who has ever enjoyed an American football game will absolutely love this, with its hi-res graphics and realistic gridiron gameplay. Similar to *Madden*, but this has the official license.

1-2

MADDEN 64

• PUBLISHER Electronic Arts

• DEVELOPER In-house

• REVIEWED Issue 12

89 %



This game lacks the official license and graphical finesse of *NFL QBC '98*, but has excellent AI and more intuitive gameplay. If you like American football, then you'll probably love this.

MEMORY PAK

128 MBITS



1-2

MAJOR LEAGUE BASEBALL

• PUBLISHER Nintendo

• DEVELOPER Angel Studios

• REVIEWED Issue 17

79 %



Not the best-looking baseball game ever to have graced the N64. However, what *Major League Baseball* lacks in graphical loveliness it more than makes up for in playability. That said, *Major League Baseball* doesn't quite make the grade – especially compared to *All-Star Baseball '99*.

MEMORY PAK

128 MBITS



1-4

MISSION: IMPOSSIBLE

• PUBLISHER Ocean

• DEVELOPER Infogrames

• REVIEWED Issue 16

83 %



The long-awaited espionage epic that didn't live up to its own hype. A wide variety of gameplay styles and locations makes for a diverse title, but this same aspect makes it somewhat of a catchbag, with some levels working far better than others.

MEMORY PAK

128 MBITS



1

MULTI RACING CHAMPIONSHIP

• PUBLISHER Ocean

• DEVELOPER Imagineer

• REVIEWED Issue 7

80 %



The first thing that you notice about *MRC* is the grainy textures of the graphics and the chronic misting. The shortcuts are a neat idea, but the game's longevity is seriously questionable when the ultimate jeep has been uncovered, as it all becomes just too easy.

MEMORY PAK

128 MBITS



1-2

NBA COURTSIDE

• PUBLISHER Nintendo

• DEVELOPER Leftfield

• REVIEWED Issue 17

81 %



A serious attempt at producing a more simulation-based basketball game. However, this is not quite the top title that we were all hoping for. Graphically it's a little shoddy, but the atmospheric commentary and the wealth of options mean that this is still the basketball game to buy for the N64.

MEMORY PAK

96 MBITS



1-4

OFFROAD CHALLENGE

• PUBLISHER GTI

• DEVELOPER Midway

• REVIEWED Issue 19

45 %



Offroad Challenge's only challenge is to find a poorer example of the racing genre. The handling in this arcade racer is over-simplistic and the gameplay too random and nitro-driven to be really enjoyable. It's a miracle if GTI manage to offload *Offroad* at all. Don't even go there!

MEMORY PAK

128 MBITS



1-2

RAKUGA KIDS (JAP)

• PUBLISHER: Konami • DEVELOPER: Konami • REVIEWED: Issue 20

61 %



Beat-'em-up meets PaRappa the Rapper on the N64 with some very bizarre results. Hilarious at first, very playable but eventually the joke wears off.

MEMORY PAK BATTERY 96 MBITS NO 1-2

PILOTWINGS 64

• PUBLISHER: Nintendo • DEVELOPER: Paradigm • REVIEWED: Issue 1

95 %



Still one of the best games on the N64. The inventive mission-based gameplay is matched only by the amazing graphics. You'll enjoy playing the missions, but it's just as enjoyable exploring the immersive landscapes for fun.

BATTERY 64 MBITS NO 1

QUEST 64

• PUBLISHER: THQ • DEVELOPER: Imagineer • REVIEWED: Issue 18

69 %



Quest is a disappointment for the N64's first RPG. Sure, it looks gorgeous, but it is far too easy, far too boring and far, far too shallow. May appeal to youngsters ready for their first RPG, but otherwise wait for *Zelda*.

MEMORY PAK 128 MBITS NO 1

QUAKE

• PUBLISHER: GTI • DEVELOPER: Midway • REVIEWED: Issue 14

85 %



One of the scariest PC games ever gets an N64 makeover and retains everything that was in that groundbreaking title. Even the multiplayer game is here, but it's still not as good as *Goldeneye*.

MEMORY PAK 128 MBITS YES 1-2

SHADOWS OF THE EMPIRE

• PUBLISHER: Nintendo • DEVELOPER: Lucas Arts • REVIEWED: Issue 1

77 %



This *Star Wars* licence takes a catch-all approach to putting together a videogame, and you know what they say about Jacks of all trades... The flying levels are great fun, it's just that there aren't enough of them to compensate for the vaguely tedious *Doom*-style pedestrian levels.

MEMORY PAK 128 MBITS YES 1-4

SNOWBOARD KIDS

• PUBLISHER: Nintendo • DEVELOPER: Atlus • REVIEWED: Issue 13

80 %



If you took *Mario Kart* and stole all the wheels from the karts, you'd have a fair idea of what *Snowboard Kids* is all about. Downhill, of course. It's all very cute and fun arcade fare, but it lacks the depth to earn itself a permanent place in your collection.

MEMORY PAK 64 MBITS YES 1-4

STAR SOLDIER

• PUBLISHER: Hudson • DEVELOPER: In-House • REVIEWED: Issue 19

65 %



Fancy saving the world? Retro-blasting doesn't come any better than this. However, without a 64-bit makeover *Star Soldier* looks somewhat weathered and tired.

BATTERY 96 MBITS YES 1

SUPER MARIO 64

• PUBLISHER: Nintendo • DEVELOPER: In-House • REVIEWED: Issue 1

96 %



The game that started it all. A truly wonderful experiment into how a 3D game could work, and Shig Miyamoto carries it off with aplomb. Quite magnificent - if you own an N64 and haven't played this, then you're mad!

BATTERY 64 MBITS NO 1

TETRISPHERE

• PUBLISHER: Nintendo • DEVELOPER: In-House • REVIEWED: Issue 8

84 %



Tetrisphere takes the simplistic and addictive gameplay of the classic game and demands that you have a degree to unravel its latest incarnation. Hard to get to grips with, *Tetrisphere* rewards perseverance with an addictive and challenging 3-Dimensional spherical nightmare.

MEMORY PAK 64 MBITS NO 1-2

TOP GEAR RALLY

• PUBLISHER: Nintendo • DEVELOPER: Kemco • REVIEWED: Issue 10

75 %



While the game engine's fast enough to give you an impression of speed, the backgrounds are so sparse that you may nod off around the uninventive tracks. It's all fine until you figure out that bouncing off the barriers often sees you place higher than driving seriously.

MEMORY PAK 96 MBITS YES 1-2

TSUNAMI

• PUBLISHER: Konami • DEVELOPER: In-House • REVIEWED: Issue 17

86 %



A strange one really that follows the tried and tested formula of all great puzzlers; add one part dull graphics to two-player action, with more than a liberal splash of playability. Not quite up to Wetrix's standards, but a mighty fine and addictive puzzler all the same.

NO 128 MBITS NO 1-4

TUROK: DINOSAUR HUNTER

• PUBLISHER: Acclaim • DEVELOPER: Iguana • REVIEWED: Issue 3

86 %



It may have been somewhat overshadowed by the amazing *Goldeneye* recently, but this is still an excellent game. Featuring top class animation and some of the most fearsome weaponry ever, *Turok* will offer you quite a challenge.

MEMORY PAK 64 MBITS NO 1

**VIRTUAL CHESS**

PUBLISHER: Titus • DEVELOPER: In-House • REVIEWED: Issue 19



All the cutesy animation in the world cannot stop *Virtual Chess 64* from being a fairly lame attempt to bring chess to the N64. If you like chess then buy a chessboard!

MEMORY PAK 64 MBITS YES 1-2

54%

WAYNE GRETZKY'S 3D HOCKEY

PUBLISHER: Nintendo • DEVELOPER: Midway • REVIEWED: Issue 2



It's ice hockey, just like it has been on every console since the dawn of time. It's all there: the smooth movement, the pace, the punch-ups! A neat add-on is the chance to build your own team and take them into a championship. This original is still better than the sequel.

MEMORY PAK 128 MBITS YES 1-4

82%

WETRIX

PUBLISHER: Ocean • DEVELOPER: Zed Two • REVIEWED: Issue 15



A breath of fresh air has hit the N64, and that fresh air is *Wetrix*, a totally original and completely addictive puzzle game. Your objective is simple: score points by evaporating water – just don't let the water fall off your landscape or you'll lose! A superb two-player mode is the icing on the lake.

MEMORY PAK 128 MBITS NO 1-2

90%

WWF WARZONE

PUBLISHER: Acclaim • DEVELOPER: Iguana • REVIEWED: Issue 19



A superb wrestling game that offers loads of fun and longevity if you are playing with your mates. It would even be worth shelling out for the create-a-player mode alone. Essential for grap fans.

MEMORY PAK 128 MBITS YES 1-4

87%

WAVE RACE 64

PUBLISHER: Nintendo • DEVELOPER: In-House • REVIEWED: Issue 2



Technically superb, this game offers the player a realistic experience of racing on water. However, the one-player game is short-lived, so unless you like Time Trials, you'll grow tired of this one quickly.

BATTERY 64 MBITS NO 1-2

89%

WCW VS NWO

PUBLISHER: THQ • DEVELOPER: Asmik • REVIEWED: Issue 11



If you can get past the wrestling, you'll find this to be an excellent fighting game with loads of characters and moves. This game also boasts one of the best four-player games on the N64.

MEMORY PAK 96 MBITS YES 1-4

90%

WORLD CUP '98

PUBLISHER: EA • DEVELOPER: In-House • REVIEWED: Issue 16



Yet another footie game from those boys at Electronic Arts. But wait, before you start screaming 'it's just like *FIFA*', listen to this: the gameplay has been tweaked and as a result, the game is MUCH better! Still, if you've got *FIFA: RTWC '98*, it still might not be worth it...

MEMORY PAK 128 MBITS NO 1-2

90%

YOSHI'S STORY

PUBLISHER: Nintendo • DEVELOPER: Nintendo • REVIEWED: Issue 13



We were disappointed with this one – we were all expecting *Mario World* for the N64 but it turned out to be something of a limited 2D platformer. Too easy and too short-lived for mature gamers.

BATTERY 128 MBITS NO 1

84%

GAME NAME	PUBLISHER	DEVELOPER	COMMENT	RELEASED	SCORE	REVIEWED
AERO GAUGE	ASCII	LOCOMOTIVE	LOSER'S VERSION OF <i>WIPEOUT 64</i> .	OUT NOW	58	ISSUE 14
AEROFIGHTERS ASSAULT	VIDEO SYSTEMS	PARADIGM	NOT <i>PILOTWINGS</i> WITH WEAPONS. VERY POOR.	OUT NOW	42	ISSUE 11
AUTOMOBILI LAMBORGHINI	NINTENDO	TITUS	SUB-STANDARD RACER, HARDLY <i>GRAN TURISMO</i> .	OUT NOW	72	ISSUE 11
CHAMELEON TWIST	OCEAN	SUNSOFT	ORIGINAL IDEAS LET DOWN BY BAD IMPLEMENTATION.	OUT NOW	51	ISSUE 11
CRUIS'N USA	NINTENDO	MIDWAY	GOOD, IF YOU ARE INTO <i>OUTRUN</i> , CIRCA 1989.	OUT NOW	59	ISSUE 1
FIFA 64	EA	IN-HOUSE	DIRE FOOTBALL GAME. SUPERCEDED BY ITS SEQUELS.	OUT NOW	58	ISSUE 3
HEXEN 64	ID/GTI	S.CREATIONS	DISAPPOINTING, UNORIGINAL, AND FRANKLY BLAND.	OUT NOW	63	ISSUE 6
MK TRILOGY	ACCLAIM	PROBE	FINE, BUT <i>MK4</i> IS HERE NOW...	OUT NOW	67	ISSUE 1
MK MYTHOLOGIES	GTI	MIDWAY	BUY IT, IT'S GREAT... IF YOU'RE COMPLETELY INSANE.	OUT NOW	31	ISSUE 12
NBA HANGTIME	MIDWAY	MIDWAY	HAS BEEN GREATLY OVERSHADOWED BY <i>NBA COURTSIDE</i> .	OUT NOW	51	ISSUE 8
RAMPAGE WORLD TOUR	MIDWAY	SAPPHIRE	EIGHTIES BUILDING DESTROYING BOREATHON. AVOID.	OUT NOW	32	ISSUE 17
ROBOTRON 64	GTI	MIDWAY	ISN'T RETRO GREAT? ER... NO. NOT IN THE SLIGHTEST.	OUT NOW	54	ISSUE 15
SAN FRANCISCO RUSH	GTI	MIDWAY	COME ON, EVEN <i>CRUIS'N USA</i> IS BETTER THAN THIS!	OUT NOW	57	ISSUE 11
WAR GODS	GTI	MIDWAY	YES, IT'S ANOTHER DISAPPOINTING N64 BEAT'EM UP.	OUT NOW	69	ISSUE 10
WAYNE GRETZKY'S 3D HOCKEY '98	MIDWAY	IN-HOUSE	DISAPPOINTING. GO FOR THE '97 ORIGINAL INSTEAD.	OUT NOW	73	ISSUE 13





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64 **GAME BUSTER**

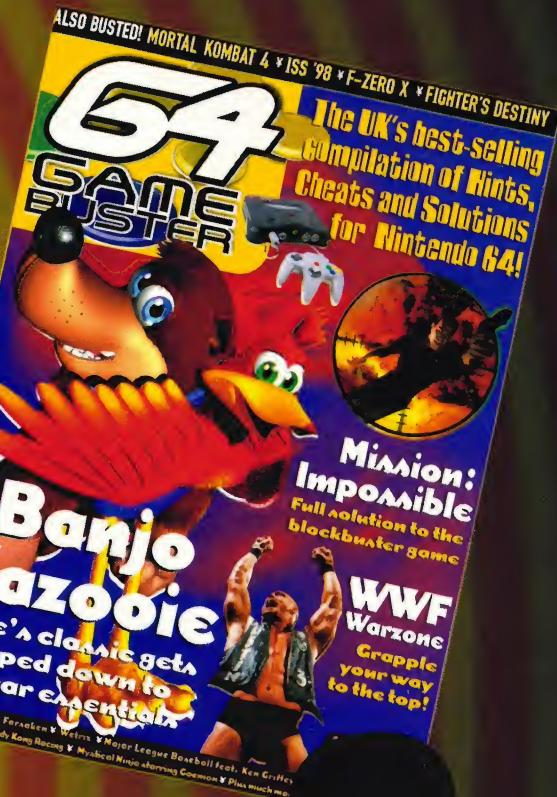
Busted in Issue 5

Mission: Impossible
Mortal Kombat 4

Banjo-Kazooie
ISS '98

WWF -Warzone

and much much more!



Putting you one step ahead of the game.

GEX 64

PART 1

TOTAL 64 presents "The Good Gex Guide" Part One. No more wandering around aimlessly, losing yourself in the world of Gex. Help is here with this complete walkthrough for every level in the latest platformer for the N64. Every Remote found and collected, every secret world busted and every bad guy killed.

TIPS

LIFE THROUGH A LENS!

The camera angle can be moved at any point during the game using the C buttons. The left and right C buttons move the camera respectively, allowing you to see around corners and ledges. The up C button allows you to see the world through the Gex's eyes. While this button is pressed you can move Gex's head by using the analogue stick, allowing you to see hidden bonuses and ledges.

FEED ME NOW!

Various small TV screens found dotted around the levels will release flies when tail whipped. To collect them, press the R button.

GREEN HEALTH FLY

Eat these ones up to gain Hit Paws, increasing your health.

BLUE ICE FLY

When swallowed, hold down tail whip and circle an enemy, then release tailwhip to cause 'The Big Chill'. It also makes Gex invincible for a short time – but fire will melt this power.

RED FIRE FLY

Similar to the Blue Ice Fly, the same technique is used. Gex will fry his opponents, but water will put his flames out.

PURPLE LIFE FLY

One up!

REMOTE CONTROL I SEE RED!

By completing the missions as listed upon entry to each world, Gex receives Red Remotes. Collecting these will give you access to other worlds on the Media Dimension Map.

EVERY CLOUD HAS A SILVER LINING.

There are two Silver Remotes in each world, one is hidden whilst the other is gained through the collectibles. Find three to gain access to a special bonus round.

THE MAN WITH THE GOLDEN... REMOTE!

Your reward for successfully completing a bonus round, by collecting a random number of items in a time limit. Success leads to a lovely Gold Remote – as does beating a boss character.

FUNKY MOVER KUNG-FU FIGHTING

When Gex is running, jump and press the kick button, making him perform a Karate kick.

SPIDERMAN

Gex has the unique ability of being able to cling to certain walls and ceilings. Just jump at the surface while pressing the directional control towards it.

CHECKPOINT

These are found in the form of various TVs displaying chequered flags. Hit them and when you die you will restart the level from wherever the aforementioned point is.

PAWS FOR THOUGHT

Gex's health is measured by Hit Paws, and the maximum is four. You can collect extra health points from Green Fly TVs.

CALL COLLECT

Each world has its own unique collectibles, organised into three tiers. When you hit the required number in each tier, the collectible will change as you enter the next tier.

The number of collectibles required to advance each tier is as follows: tier one – 30, tier two – 40, tier three – 50. When you clear tiers one and two, you will receive an extra life. At the end of tier three there's another Silver Remote.





THE MEDIA DIMENSION MAP

- * This is the route between all the worlds, and whenever you start a game, this is where you appear.
- * Take the time to get used to how Gex moves.
- * There are no bad guys around here to worry about. There's a tiled archway to one side – when Gex jumps at it he can run up and over the inner face of the arch. This leads to the Titanic level.
- * This area is where you choose which level you will tackle next. As you run around, you will find huge TV sets with an appropriate image of the level on the screen. To select a level, just jump on the green button that's in front of the TV set.
- * At this point, you can choose to enter Scream World, Toon World or Titanic. Gilligex Isle only becomes available once you've collected three Red Remotes, which you'll find in the other levels. Your progress through the levels is ensured by collecting these remotes, then when you've managed to defeat the Gilligex Isle boss, you can open the silver gates and enter a whole new world.



SCREAM TV: SMELLRAISER



The chandeliers that you need to jump across on will fall to the floor when you land on them, so jump off them as soon as possible. The ghosts that float around the pools of red light won't attack while you remain in that pool of light, which will turn green.

1) SURVIVE THE HAUNTED MANSION

The objective here is simple – just get through the house. Although you're free to run around the house anywhere, each room has a single exit, so just follow the logical progression. The exit to the



chamber with the sign 'Step into the light' is to the left of the room, high up in the wall. Reach it from the central platform. After you have dodged the axe-wielding armour and then ascended the large room, you'll see another red-lit ghost. To the right, a table appears and disappears. When it is there, use it to clear the gap and go through the door straight ahead. The first Remote is right in front of you.

2) SMASH FIVE BLOOD COOLERS

The first is located in the first room, up the stairs. Jump on the table to the left which will float you up, over to a platform. Jump off here, then jump on another table floating to the right and onto a second platform, where the blood cooler stands. In the room with the zombie, before you leave through the door, turn to the right and find the



second cooler by the bookshelves. Next go to the 'Step into the light' room – you'll see the third blood cooler on the floor, by the wall to the left. When you leave by the door that's now above your head, turn around in the stairway to see the penultimate cooler. The final one is in the room where you found the first Remote, so you know the way. When you've smashed the last one, head back to the 'Step Into The Light' room and find the TV to get your second Red Remote.

3) RIDE THE HAUNTED ELEVATOR

To activate the elevator, you first need to throw a secret switch, which is located behind the second blood cooler from the previous mission – just push into the bookshelves to get at it. When this is done, head towards the room where you found the first Remote but instead of going in, go through the door to the left. When the doors re-open you'll be on a lower level – the last Red Remote for this world will be dead ahead (pardon the pun!).



HIDDEN SILVER REMOTE

Ride the elevator again but at the bottom, instead of running across the bridge, jump off to the right. To leave the level, all you have to do is simply jump on the nearest TV.

HIDDEN GOODIES

By the first blood cooler is a Red Fire Fly TV. There's a checkpoint in the 'Step Into The Light' room.

TOON TV: OUT OF TOON



Here Gex will tell you not to step on any mushy brown rocks and he's right – if you jump on them instead, they will give you collectibles. Some of the big flowers attack with a hefty mallet if you don't tailwhip them out of the way.

This world's missions are best tackled in reverse order, as they consist of three linear areas. As you gain proficiency in the nearest area, it will be easier to advance to the next.

1) WHACK FIVE PURPLE MUSHROOMS

Mushroom number one is right behind your starting point. Run forwards again and hug the right wall –



the next purple mushroom is hidden behind a stone. Next, you'll see a girder hanging in the sky – make your way up onto it. Stand on the left end of it, so that your weight raises the far end, then take a running jump off it to reach a hidden area. Now flatten the smiley face and bounce on the third mushroom. The fourth mushroom is found at the



top left of the rainbow waterfall. For the final fungus, follow this level around to the right, past the wooden platform on a rope, on past a flower and it'll be in the corner. Now you just have to get the Remote from the TV by the wooden platform.

2) HUNT THE TWO HUNTERS

Go up, past the rock wall over to the left that thrusts outwards, then up the waterfall. You'll see two flowers in an opening in the wall – jump down the hole on the far side. On the lawn right in front of you is the first hunter that you need to tailwhip. When he shoots at you, jump to avoid the bullet. Make your way up the half log ramp over the water and jump up the log steps to find the second hunter. When he keels over, your second Remote will appear at the bottom of the log ramp.



the checkpoint and cross both bridges, waiting for the wind to die down to avoid being blown off. Go through the tunnel and climb right up the rock platforms. The rock faces that push outwards provide your route into the middle – and the third Red Remote.

HIDDEN SILVER REMOTE

From the top of the rainbow waterfall, follow the clifftop around to a snow-go area. Jump on top of the wall below you when it pushes out and quickly run to a floating island that holds the Silver Remote. Now you just need to get to the teetering rock TV.



HIDDEN GOODIES

When you drop down the rabbit hole, go and look in the log behind you – it's hollow and contains a Purple Life Fly TV. Also, just after the second rabbit hole you'll find a checkpoint.



3) JUMP TO THE TEETERING ROCK

Traverse all the ground of the hunters' area and jump down another rabbit hole. Now climb up past



TITANIC: GEXQUES COUSTEAU

Grab the wetsuit, we're going down! This level places Gex under the sea, swimming with complete freedom. Because of this freedom it is quite difficult to find certain areas, so explore around the level to familiarize yourself with all of your surroundings.

1) SWIM THROUGH THREE ARCHES.



stairs. Tail bounce your way to the top to reach the Red Remote.

HIDDEN SILVER REMOTE

Before you turn into the cave where you pick up the second Remote, continue straight on and through the hole in the cave wall. When you see the shark, swim straight up to the surface of the water. In the centre is a Silver Remote.



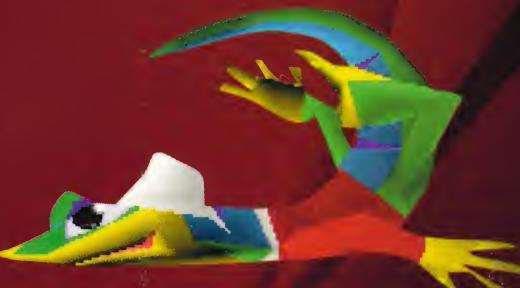
2) REACH THE TOP OF TITANIC

Swim to the sign with the arrow pointing up. Now swim upwards until you reach an iceberg. Go into the ship which is trapped in the iceberg. Once



HIDDEN GOODIES

In the caves, swim to the surface to collect more valuable collectibles. Also in the caves, swim into all the rooms for extra lives and collectibles.



2) FIND THE END OF THE CAVE

Swim to the left until you reach a turtle with a Taxi sign on his back. Swim onto him. Swim off him and head straight on until you reach another turtle. Swim onto him. Now swim directly forward and into the cave. Take the left, then the right, then the left. Halfway down this passage is a turn to the left. Swim left and onto the TV to collect the Red Remote.

inside the engine area, swim around activating the switches. Go through the doors which open. Walk up the stairs avoiding the gaps and puddles. Jump through the doorway at the top of the

KUNG FU THEATRE: MAO TSE TONGUE



Kick your way through paper walls and Chinese take-away shop windows in order to progress through the world. When you see the golden gongs, tailwhip them to open up further areas and transport platforms. Golden tiled diamonds on the wall can spin in place, taking you to another room, or even hover across empty spaces whilst you're suckered on their face.

1) DEFEAT THE DEADLY DRAGON

You can get into the buildings through the window marked 'Film'. On your way, you will encounter some large robo-ninjas – you'll need to jump and tailwhip their helmets off, then hit their blue energy heads. Your progress takes you up, level



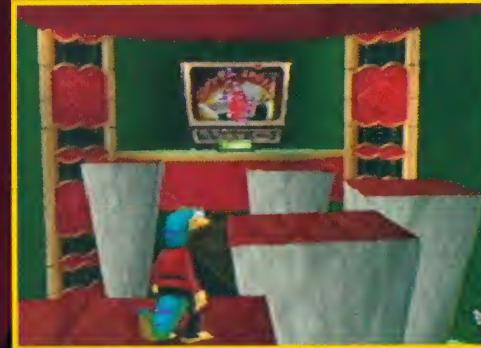
by level, on the roofs of the buildings. The high point of your approach to the dragon is the bit with deathslides going backwards and forwards across an open courtyard.

When you reach the dragon, get into the centre, where a cannon awaits you. Point the cannon towards the dragon by pushing its barrel, which rotates it, and fire at him by jumping on the cannon – he takes several hits to destroy. When he goes, a door will open to reveal the Red Remote, tucked behind a huge green Gex-like statue.



2) TRAVERSE THE ROCKING PILLARS

Again, you need to infiltrate the buildings around the courtyard in which you first appear. Go in through the window by the sushi sign. Make your way up until you reach a chamber that's filled with huge grey pointed columns – the points on the ground. Make your way up the wall to the top of the room and then jump carefully from pillar to post across the flattened tops of these columns. At the far end of the chamber you'll find the Red Remote.



HIDDEN GOODIES

Smash open all the urns you find to receive a few extra goodies.

HIDDEN SILVER REMOTE

You will pass through a courtyard where you have to jump on and off a massive rotating paddle. The golden gong here raises up some steps, so that you can smash through the window at the top. Before you go through, tailbounce up onto the red 'Good Times Massage' sign to the right of the steps. From up here you can jump out onto the roof that runs right around the courtyard near the top and access three doors. One of these holds the Silver Remote and the other two have collectibles.



CIRCUIT CENTRAL: WWW.DOTCOM.COM



Don't fear the green swirling masses of light – jump into them to be powered up. This will not only enable you to use the green-based rapid-fire elevators, but also to power-up those missing walkways, which will only appear underfoot if you have been charged.

1) SCALE THE BIONIC LAUNCH TOWER



In the very first room, when you have come to the platform that forms a U-shape against the wall, instead of taking a power-lift, go through the black exit. You'll find yourself in a dark tunnel with purple translucent platforms – as you cross these, you have to jump over the balls which roll towards you. The final room is a vertical one with power-lifts in the walls. Power yourself up and get moving. The time limit gets quite tight towards the top, so don't hang about. When you see floating military helmets, take them out quickly, otherwise they'll follow you and hamper your progress. The



Remote is found right at the top of this chamber, guarded by a two-legged robot walker. He's not as tough as he looks – a few strokes of the tail should sort him out.

2) CROSS THE DATA BUS BRIDGES



The route of maximum greenness leads you to the next Remote. You're on the right track if you find yourself in a dark tunnel with a purple mass powering up individual platforms in front of you. This is your only route through, but you'll have to be very quick in this game of Follow-My-Leader as the platforms soon disappear. When you see a hovering, rotating roundabout, jump across to it



from the side of your entrance, as this enables you to use the longer flying karate kick. When the platform floats round the right side, flick the panel at the centre to slingshot it towards the far end. Eventually, you'll find yourself in a large room with a bipedal robot on a block. Kill him and then get powered up – you'll need to be quick and slick here. Run back to the rear end and then jump on a platform which will raise up to a green bridge. Cross it and repeat this, going backwards and forwards all the way across the chamber until you get to the far end, where there's a Remote as your reward.

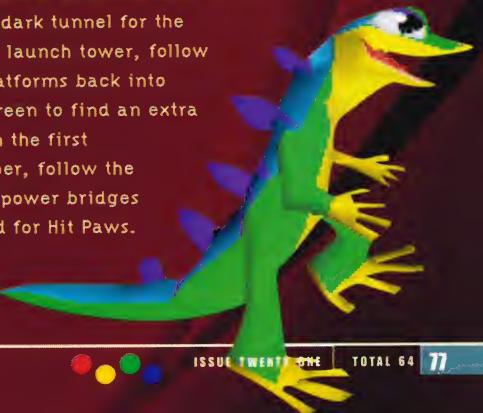
HIDDEN SILVER REMOTE



On the way up the bionic launch tower, you should see the Silver Remote, just nestling in a corner of the shaft. It's a fair way up, though, just below the Red Remote's platform.

HIDDEN GOODIES

In the dark tunnel for the bionic launch tower, follow the platforms back into the screen to find an extra life. In the first chamber, follow the green power bridges around for Hit Paws.



SCREAM TV: FRAKENSTEINFELD



When you see a knife wielding maniac, hit him quick to slow him down, then get out of there. If you do want to finish him off, go for his head and not the attacking body. Time your run underneath the axe-wielding suits of armour carefully.

1) RUN THE AXE GAUNTLET



Take the right hand door – the green lit one – and make your way up all of the slopes to the left. Up at the end of this course you'll come to a series of suits of armour that are dropping axes in your path – judge your progress carefully.

2) HEAD DOWN THE RAMP



After the first doorway, you should take the orange lit door on your immediate left. Follow the ceiling over the chamber and you'll eventually end up in a room with a large slope down the middle and a psycho attacking you. Jump off the second slope (with the grandfather clock at the top) to the right and make your way up to the door. Behind this you'll find one of three approaches to the central three TVs and a Red Remote.

3) STICK ACROSS THE CEILING MAZE

Take the green lit door and go up the slopes until you meet a skull-throwing spectre. This time, go



right and karate kick over the gap, remembering to let go of the jump button, so that you stick to the tiles. When you see the balcony above your head, jump onto it, then go across to a new area, covered with slopes and poison pits. There's a disappearing platform to your left, use it to jump the gap, then follow your nose over the gaps and through the maze that you'll sucker onto on the ceiling. When you arrive in an alcove, a door opens – drop down to approach the final Red Remote. Avoid the spiky orbs that rotate around the final slope.



HIDDEN SILVER REMOTE

From the room that has the hole in the floor, where you can choose the red or green doors, go through the red one and then jump across to the platform with the pumpkin bouncing up and down on it. Turn left here and you should see a red diamond in the wall – it's a teleport to the Silver Remote.

HIDDEN GOODIES

In the first room in through the orange door, where you jump over a pumpkin to stick to the wall, a Red Fire Fly TV is off to the right. After the two suits of armour in a small green room (when you go over the ceiling) before you exit through the door, leap right off the balcony into a small window for a hit point. Immediately behind the green door, jump left and smash the corner of the wall to get a Red Fire Fly. After the first zombie through the green door route, turn left and jump over the banister – go through the window to find some hidden collectibles.



TOON TV: FINE TOONING



Similar obstacles to the original Toon level. If you see a test-your-strength bell, hit it.

1) CLIMB THE TREE



Hit the test-your-strength bell until the ABC block is by the valley you climbed from, then use the block to clear the gap. Next, tailwhip away the dominoes in the hedge and scale the boulder mountain by running up and across the face of it, between lines of boulders – you'll fall into an area with three strength bells and some ABC blocks. You need to hit all three bells, then run to the rock face where the blocks go, jump up them all and over to a platform, then off onto the next bit of ground before it moves away. Climb the next ABC



blocks and jump the gap to hit another strength bell. Use the ABC blocks that appear to cross the river. Climb all the see-saw girders and go right across the spinning ABC blocks. Hit the next bell to activate a shifting block ladder up to a door. Now kill the hunters, log walk on a grand scale and climb that tree to get the first Red Remote.

2) STORM THE CASTLE

Follow the above route until you hit a strength bell that's over the river, by a red vent, then drop down into it. You can now climb aboard the galleon that



awaits in the cove, which will carry you over to the castle. Use the Red Flame Fly TVs to light the rocket fuse, then sucker up to it. This rocket carries you to the next Red Remote TV.

HIDDEN SILVER REMOTE

When you have disembarked from the galleon at the castle, walk around the grass ledge on the outside of the castle walls – the Silver Remote is right at the back.

HIDDEN GOODIES

Hit the test-your-strength bell to move the ABC block to the left under some collectibles, then jump to get them.



ROCKET CHANNEL: THE UMPIRE STRIKES OUT



In space, there's no air to breathe, so you'll need to keep your oxygen tanks topped up. This can be done either by standing in an air booth or whipping a red air box and then the bubble inside it. The platforms are in deep space, so if you miss a jump, you will most likely plummet and lose a life. When you kill a lightsabre-wielding Mekon, make sure you watch out for his sabre, which will inflict damage as it falls out of the sky on your head.

1) RIDE THE ROCKET



The route to the rocket is immediately left of the start point as you look at it. Use the planetoids to form a bridge, but avoid the solar snake of energy which will damage you. Once you've found the

2) ENTER THE BATTLE DOME

Cross the rotating bridge and go to the far right end of the asteroid surface, stopping for air on the

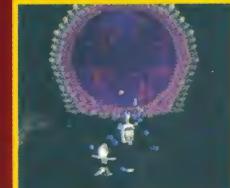


way. Hop all the islands, then climb the power towers. At the bridge that rotates end-over-end in two parts, jump on the first half just after it is upright and run up it. In this way, you can safely clear the second half before you drop off into space, and leap onto a steady platform. There's a checkpoint here as well. Next, drop down to the asteroid on the left and jump up all the levels, right around the S-bend. Now traverse the rotating platforms and jump the laser beams. Climb another power tower and wait until the platforms at the top stop rotating, one by one, before you try crossing over to reach the battle dome. Sneak around the bright tower to reach the TV behind.



HIDDEN SILVER REMOTE

Follow the route to the rocket until just after the floating islands passing under a solar 'snake'. Destroy the antennae to the right to reveal an alien in a UFO, who will give you a lift to a lower level with many collectibles and that Silver Remote. Jump through the membrane to return to the starting point.

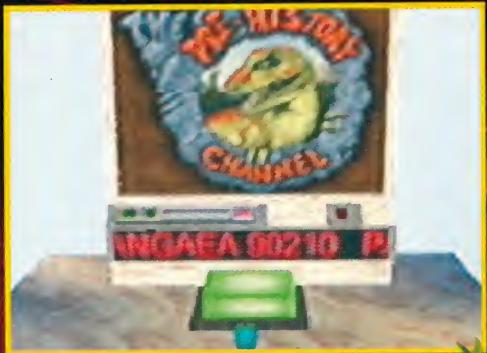


HIDDEN GOODIES

Radio antennae can be tailwhipped for extra collectibles, as can the grey chests that are scattered about.



PREHISTORY CHANNEL: PANGAEA 90210



Use the huge prehistoric red blooms as trampolines to boost you higher, but make sure that you don't touch the lava under any circumstances! The pesky pterodactyl will attack just after he lets out a cry. To counter this attack, jump and tailwhip.

1) ASSAULT THE LAVA ISLAND

Follow the base of the cliff around to a small cliff face. Stick to the wall to the left to get over it. Jump the gap and leap over the lava moat to



the central island – you will find that the first Remote is on here.

2) CLIMB THE VOLCANO

Follow the above route, but instead of going to the island, continue to the left, avoiding the flame jets by running at the right-hand edge of the path. When you meet a purple stegosaurus, run on around the cliff on his level, then sucker onto the white markings on the walls and follow them to the right. Use the row of pillars like counterbalanced pistons to raise them up in sequence so that you can cross them from one end to the next.

Follow the curve of the

mountain path around, pausing to avoid all the boulders, until you see two jets of flame up in front of four erect bones. When the flames die, smash the bones to get at the Remote which is behind them.

HIDDEN SILVER REMOTE



Just after the first big stegosaurus, you can see boulders apparently smashing to smithereens in mid-air. Leap down here to find the deviously placed Silver Remote.



Next, jump off the edge of this platform to a lower level and then head towards an exit TV.



HIDDEN GOODIES

Behind the ribcage to the left of your starting point is a Green Health Fly TV. Hit palm trees to release collectibles.

Well, that should keep you Gex addicts busy until next month! Don't forget about "The Good Gex Guide" Part Two in next month's TOTAL 64, when we will be giving you the solutions and tips for killing all the Bosses, even the final one, and completing all the Bonus levels. Until next month...



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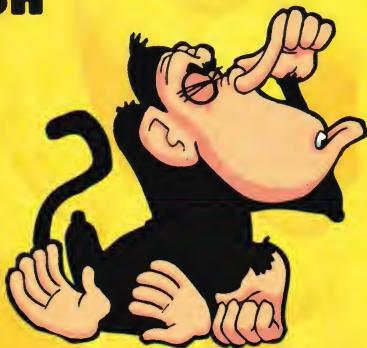
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FRESH BANANAS

Hey hey, I ' m a monkey! Always cheating around! I love fresh bananas, so I spread them around! Oooh Aah Ooh! Enough singing for this month. Here ' s Total 64 ' s latest offering of fresh bananas for you to chew on! I hope you- ooh-ooh enjoy them as much as I did!

WWF WARZONE



CALL ANOTHER WRESTLER

Here are the secret codes which allow you to call for expert computer help while fighting. Hold all the buttons together during a match, be warned that this means an instant disqualification.

Ahmed - L, R, Z, Bottom-C, Up.
 Bret Hart - L, R, Z, Left-C, Left.
 Bulldog - L, R, Z, A, Left.
 Faarooq - L, R, Z, B, Up.
 Goldust - L, R, Z, B, Right.
 Kane - L, R, Z, B, Down.
 Shamrock - L, R, Z, A, Down.
 Mankind - L, R, Z, Left-C, Up.
 Mosh - L, R, Z, Bottom-C, Down.
 Owen Hart - L, R, Z, Bottom-C, Left.
 Rock - L, R, Z, A, Right.
 Shawn Micheals - L, R, Z, B, Left.
 Steve Austin - L, R, Z, A, Up.
 Thrasher - L, R, Z, Left-C, Down.
 Triple H - L, R, Z, Left-C, Right.
 Undertaker - L, R, Z, Bottom-C, Right.



PLAY AS RATTLESNAKE

Create a wrestler using only 40 of the 50 attributes and complete the game on medium difficulty with him. You will now be able to get Rattlesnake.



NFL BLITZ

HIDDEN PLAYERS

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME.....PIN.....PLAYER

BETH	7761	
BILLZ	0526	
BRAIN.....	1111	Brain
BRIAN.....	0818	
DANIEL.....	0604	Dan Thompson
DBN.....	6969	
ED	3246	
FORDEN.....	1111	Dan Forden
GATSON.....	1111	
GENE.....	0310	

GENTIL	1111	Jim Gentile
GRINCH	2220	
GUIDO	6765	
JAPPLE.....	660	Jeff Johnson
JASON	3141	Jason Skiles
JENIFR	3333	Jennifer Hedrick
JIMK	5651	
JOHN.....	5158	
JOSH	4288	
LT	7777	
LUIS.....	3333	Luis Mangubat
MARKA	1112	
MIKE.....	3333	Mike Lynch
MITCH.....	4393	
MONTY	1836	
NICO	4440	
PAULA	0425	
PAULO	0517	
RAIDEN	3691	Raiden from MK
ROG	8148	
ROOT	6000	John Root
RYAN	1029	

NINTENDO 64 CHEATS AND TIPS

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- Fighters Destiny
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- Mace
- Mortal Kombat: Sub Zero
- Mortal Kombat: Trilogy

SHOOT 'EM UPS



- Aero Fighters Assault
- Doom 64 (UK)
- Doom 64 (USA)
- Duke Nukem
- Forsaken
- Golden Eye
- Hexen
- Lylat Wars
- Robotron
- Quake
- Shadows of the Empire
- Turok

PLATFORM GAMES



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- Bomberman
- Bust a Move 1 & 2
- Chameleon Twist
- Jeopardy
- Mario 64
- Mischief Makers
- Puyo Puyo Sun
- Rampage World Tour
- Super Mario
- Tetrisphere
- War Gods
- Wetrix
- Yoshi's Story

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- Automobili Lamborghini
- Blast Corps
- Crusin USA
- Diddy Kong Racing
- Extreme G
- F1 Pole Position
- Mario Karts
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- Fifa: Road to the World Cup
- J.League Perfect Striker
- International Superstar Soccer 64
- Madden 64
- Major League Baseball
- Nagano Olympic Hockey
- NBA Courtside
- NBA Hangtime
- NBA Zone '98
- NFL Quarterback '98

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- W. Gretsky's Hockey
- W. Gretsky's '98
- WCW vs NWO
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SAL	0201	Sal Divita
SHINOK	8337	Shinnok from MK
SHUN	0530	
SKULL	1111	Skull
THUG	1111	
TODD	1122	
TURMEL	0322	Mark Turmell
VAN	1234	
ZZ	1221	

CHEAT MODE:

Press Turbo (default is Z), Jump (default is B), and Pass (default is A) to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad or Analog-stick in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left.

EFFECT CODE

Super field goals	1-2-3 Left
Allow stepping QB	2-1-1 Left
Power-up blockers	3-1-2 Left
Fast passes	2-5-0 Left
Turn off stadium	5-0-0 Left
Late hits	0-1-0 Up
Huge head	0-4-0 Up
No first downs	2-1-0 Up
No interceptions	3-4-4 Up
No punting	1-5-1 Up
Infinite turbo	5-1-4 Up
Super blitzing	0-4-5 Up
Power-up teammates	2-3-3 Up
Power-up defense	4-2-1 Up
Fog on	0-3-0 Down
Thick fog on	0-4-1 Down
Show field goal %	0-0-1 Down
No random fumbles	4-2-3 Down
Hide receiver name	1-0-2 Right
Big football	0-5-0 Right
Team tiny players	3-1-0 Right
Team big players	1-4-1 Right
Team big heads	2-0-3 Right
Big head	2-0-0 Right
No play selection(1)	1-1-5 Left
Show more field(1)	0-2-1 Right
No CPU assistance(1)	0-1-2 Down
Power-up speed(1)	4-0-4 Left
Tournament mode(2)	1-1-1 Down
Smart CPU opponent(3)	3-1-4 Down
No head	3-2-1 Left
Weather: clear	2-1-2 Left

Weather: snow	5-2-5 Down
Weather: rain	5-5-5 Right
Power-up offense	3-1-2 Up
Invisible receiver highlight	3-3-3 Left
Headless team	1-2-3 Right
Night game	2-2-2 Right
Fast turbo running	0-3-2 Left
Invisible	4-3-3 Up
Hyper blitz	5-5-5 Up

1. Two player agreement required.
2. Only in two-player game.
3. Only in one-player game.

ON-SIDE KICK:

Hold Turbo + Jump + Pass + Up after scoring.



EXTRA BLOCKER:

Hold Turbo + Jump + Pass while hiking the ball.



HIDE PLAYS:

Press Up(2) at the play selection screen to remove the pointer.



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CRYSTAL CHARACTER:

Win race mode under the expert difficulty level and finish better than all the EAD scores on the time attack and trick attack modes. Select Akari Hayami, hold C-Left, and press A at his statistics screen.

GOLD CHARACTER:

Enable the "Transparent character" and complete "Match Race" under the expert difficulty level with that character. Select Kensuke Kimachi, hold C-Up, and press A at his statistics screen.

PANDA CHARACTER:

Finish "Match Race" under the expert difficulty level and finish better than all the EAD scores on the time attack, trick attack and contest modes. Select Rob Haywood, hold C-Right, and press A at his statistics screen. Note: The Panda can perform several unique moves that are listed under the "Trick List" option under training mode.

TURBO START:

Press Up as soon as the number 1 begins to disappears on the start of race screen.

DEADLY FALL COURSE:

Select "Match Race", and complete all courses under expert mode.

DRAGON CAVE COURSE:

Select "Match race", and complete all courses under hard mode.

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PENGUIN SNOWBOARD:

Complete all 24 training mode tricks. Highlight the any character's default board at the snowboard selection screen, hold C-Down, and press A. Note: The penguin board may also be used with the crystal, gold and panda snowboarders.

HOST PLAYBACK DURING DEMO:

Complete any course under time attack mode and save the ghost. Return to the demonstration screen with Kensuke Kimachi. The demonstration will continue after he crosses the finish line with the saved ghost run.

UNLOCK TRICKS EASILY:

Select the "Training" option from the main menu. Select any rider and board, and choose an easy trick from the list. Launch from the jump or from the side of the half pipe and execute the trick. Then, quickly press Right-C(2) while in mid-air. The trick list should re-appear. Select a trick that has not been unlocked, then resume and land successfully with the easy trick. The more difficult trick should now be unlocked from the list.



CONTROL TITLE SCREEN VIEW:

Press C-Up at the title screen to adjust the view.

REMIXED REPLAY MUSIC:

Press the Analog-stick during a replay to add rap style scratches to the music.

GO PAST THE FINISH LINE:

Select match race with any character, any board, and any course. Make your way to the finish line, then press Start and go to retire before crossing the line. Your character will be able to continue snowboarding. This looks best on Deadly Falls because your snowboarder will fall off a cliff.

F-ZERO X

X-CUP CHEAT

To enable every standard of player to "complete" F-Zero X, type in the code: L, Z, R, Top-C, Bottom-C, Left-C, Right-C, Start.



DATEL CODES

Ever wanted to get more out of your games or just feel the need to cheat to get all of those hidden secrets? If the answer is yes, then the Datel Action Replay Cartridge could be for you.

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De000400 0000

50 Balloons
8020807d 0032

Activate All Cheats In List
810dfe2e Ffff

Version 2
Always Must Be On
De000400 0000

Have 50 Balloons
8020886d 0032

Have All Cheats
810e03ae Ffff

FORSAKEN
Infinite Bikes
8004020c 0063

Infinite Shield
D014e710 0001
8014e710 0010

Infinite Hull
D014e712 0001

Activate All Cheats In List
8014e712 0011

Infinite Powerpods
8814e740 0004

Primary Weapons

Transpulse
8814e765 0001

Trojax
8814e767 0001

Beamlaser
8814e768 0001

Secondary Weapons

Infinite Mug
8814e76d 0063

Infinite Solaris
8814e76e 0063

Infinite Scatter
8814e770 0063

Infinite Titan
8814e771 0063

Infinite Gravcon

8814e772 0063

Infinite Mfrl
8814e773 0063

Infinite Purge
8814e774 0063

Infinite Pine
8814e776 0063

Infinite Quantum
8814e777 0063

Infinite Spare0
8814e778 0063

Infinite Spare1
8814e779 0063

WETRIX

Always Empty Drain
801bf991 0000
811bf992 0000
811bf994 0000

Bezerk Mode
801bf9af 00ff

Stop Level Timer
801bf9b2 00ff
8015d2ea 0010



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THE FIRING LINE

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Thanks to those lovely people at Gamester LMP — makers of fine accessories for your N64 — we've got loads of joypads to give to you! Every month, the lucky readers who get their letters printed in the Firing Line will receive one of their LX4 joypads, pictured below. Not only that, the sender of the star letter will also receive a steering wheel worth £60! Now that's got to be worth writing in for!

So, get your thinking caps on and start inscribing your innermost thoughts now and you could be the proud owner of some new stuff!



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DEAR TOTAL 64

Dear Total 64,

Firstly I would like to say that the new layout of the mag is a huge improvement. It would be better if you kindly removed the ads for the PlayStation magazines. Either your publisher makes you put them in or you are all evil sinners.

Anyway, that is quite enough complaining. I have more important things to say. I have noticed that a lot of N64 owners are worried that their machine will die because the PlayStation is outselling it. What people don't realise is that in America the N64 is King. The five biggest selling games in America during 1997 were all for the N64, the PlayStation top game was down in sixth. Surely success in America is more important to the games manufacturers than the smaller British market? Do not worry Nintendoids, the N64 will be around far longer than Sony's effort. Too many people have overestimated the power of the PlayStation and are going to be a tad annoyed next year when their grey box has been replaced but the N64 is still going strong.

The software shortage problem is almost sorted, and with all the games coming out before Christmas it will soon be completely gone.

All we need now is for game prices to come down a bit and the

64DD to arrive. Now for some of my questions:

- 1) Small point, but why do Japanese games have much nicer boxes than our British ones? Say something to Mr Miyamoto about it because it's just not fair.
- 2) I know a demo cart would cost loads, but how about a demo video so we can see what games move and sound like?
- 3) Is it possible to link a pocket camera to an N64 simply by using a game converter?
- 4) Is the N64 going to get a Street Fighter game?
- 5) If it is, do you think there is any chance of a four-player mode?

Cheers.

Brenden Brook

THE TRUTH...

I am glad that you like the new layout, over the coming months there will be more and more tweaks and pulls which will in due course improve it yet more. The PlayStation is cool in its own way, however, it is becoming a little staid. If you consider all the new titles that are coming over the next six months, most, if not all, are coming on the N64 — so there's a helluva lot more life in the N64 than the PlayStation!

1) You are right, the Japanese boxes

are all too often bigger and indeed thicker than ours.

I don't suppose there is any specific reason for it. Perhaps Japanese consumers are more concerned with packaging than we are...

2) It's a pretty good idea and certainly one that's worth considering in the future.

However, videos cost money too, you know!

3) You would have thought so, wouldn't you? But the convertors that we have had in the office don't do it so we assume that it simply doesn't work. However, we will keep you posted.

4) An all-too-often-asked question, there is no news on whether Capcom are going to be bringing the series to the N64.

5) Possibly...





NG LINE

DEAR TOTAL 64



Dear TOTAL 64,

Why is it that everywhere I look Sony are advertising their dated grey box and Nintendo do zero advertising, when it's obvious that if more people know that the Nintendo 64 is far superior to the greystation then more people will buy it. Simple. I have a few questions that I hope you will enjoy answering.

1. When is *Mystical Ninja 2* coming out?

2. And why haven't Nintendo come up with a camera that you can connect to your N64 so you can take pictures of your mates and paste the pictures onto characters in games such as *Goldeneye* or *I.S.S.*

Wouldn't it be great shooting your mates in a four-player deathmatch on *Goldeneye*, or

maybe even scoring the winning goal for England in the World Cup final? I hoped you've enjoyed reading my letter and answering my questions. I hope you will carry on in producing this great mag.

Yours faithfully

Mark Shaw

THE TRUTH...



1. *Next summer probably.*

2. *Interesting idea, reminiscent of Mario Paint...*

However, how many people would actually want to shell out their hard cash for such a peripheral?

STAR LETTER

DEAR TOTAL 64

Dear TOTAL 64,

Firstly, I would like to thank everyone at TOTAL Tower for producing the most top quality N64 mag around. The reviews are candid and the second opinions are a great idea.

Despite being a loyal Nintendoid since the days of the humble NES, I have recently

noticed a change in the priorities of the games developers which I believe is hindering the quality of their game releases. Basically I think that developers are concentrating far too much on the inclusion of multiplayer options in their games. Don't get me wrong, I'm not "Johnny No Mates" and I often enjoy Kickin' Ass in a *Goldeneye* deathmatch. However, too many games companies are now becoming obsessed with producing the very best four-player experience. Consequently, the one-player game, the actual reason yours truly and millions of others off-load over fifty quid, is suffering.

The aforementioned 007 masterpiece is the exception. Its single-player game was perfection itself, and I could not fault its decision to include a multiplayer option. However, other efforts such as *Mario Kart* and *Extreme-G* could have been so much better if more attention had been paid to their one-player attraction (e.g. track design, etc). Some developers even use a multiplayer option as a lame way of claiming increased longevity.

Why can't they just make the one-player game more of a challenge? Rare is the only company who seems to share my views.

I wonder how many people have got all the cheat times on *Goldeneye* or accomplished medals on *Blast Corps*?

Yours faithfully,
Scott Slater.



THE TRUTH...



*I am trying to think of a lame multiplayer game. Apart from a few slow racing games that oughtn't to have bothered being released in the first place, I cannot think of any. There are so many really great games that have been enhanced by multiplayer action. Take for example F-Zero X, WcW vs. Nw0: Revenge, Forsaken and of course *Goldeneye*. Most of these games are great in single-player mode but are enhanced by the chance to drub yer mates. Admittedly, there are a few games that have been released that have been ill-conceived, but removing the multiplayer option from them would not have improved them, it would have merely shortened their lifespan.*

It has been a perennial problem that games in general are very rarely great, if they all were we would all be very poor indeed and never get anything done. All games consoles suffer from this to some extent and as a consequence, all of us here at TOTAL 64 will be the first to give out a vociferous blood-curdling cry of "Gives us better software!"

DEAR TOTAL 64



Dear Total 64

I think Rare are criminals to end *Banjo-Kazooie* in the fashion that they did. I'm sure almost every N64 owner eagerly awaited the release of this game, and look how it ended! Don't get me wrong, *Banjo-Kazooie* is in my opinion the greatest game ever created and I'm sure that it will reign as king of the games charts for a long time, but that doesn't excuse the fact that the end sequence was bang out of order. The game costs £49.99 and for everyone who bought it and wants to get value for the money they spent on it, they will have to buy the sequel *Banjo Tooie* (or not), as Rare say the secrets won't be essential to the completion of *Banjo Tooie*. So my question is: why do we have to wait? I think Rare have gathered themselves a lot of controversy by doing this, which is a big disappointment to me as I think that they are the makers of some highly outstanding games such as *Diddy Kong Racing*. If Rare are a top company, and I think they are, they should have the confidence in their game-making abilities to make a better sequel which will sell well because of how impressive it actually is, and not because the gamers want top value for the money they spent on *Banjo-Kazooie*, and to find out how the secrets from the prequel tie in with the sequel.

Yours sincerely
Ryan O'Reilly

THE TRUTH...

I am not so sure about the controversy that you speak of, however I suppose that it is a little annoying that there are areas and secrets in the game that need the sequel to allow you to gain access to them. Ask yourself this though, even without the secrets were you going to buy the sequel? If the answer is yes, then what are you complaining about? If the answer is no then simply do not buy it, no-one can force you to buy something that you do not want. The only problem we have with *Banjo-Kazooie* is that it is a tad short, and once completed, you are very unlikely to ever want to return to it.



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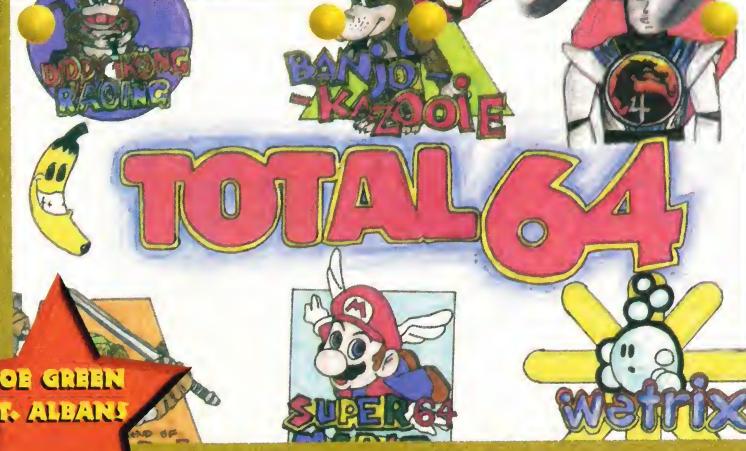
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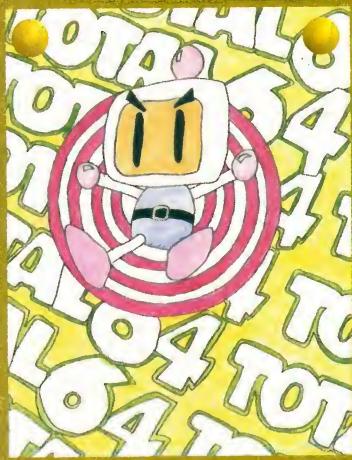
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HARROW



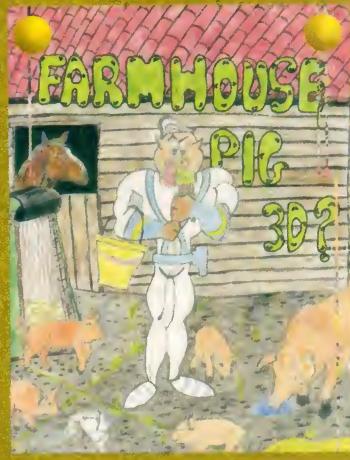
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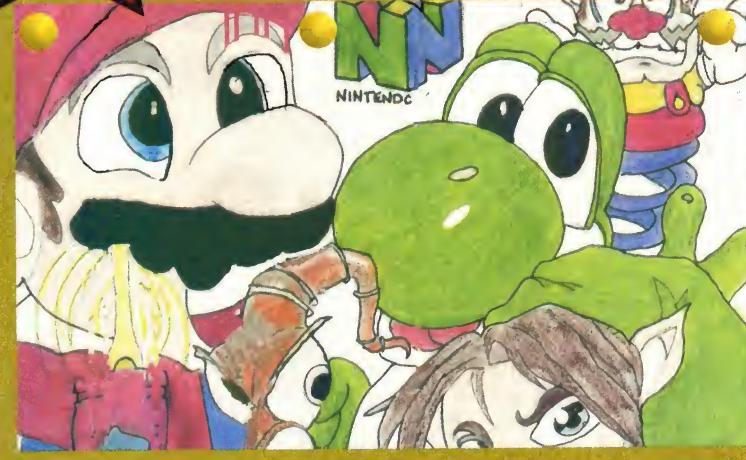
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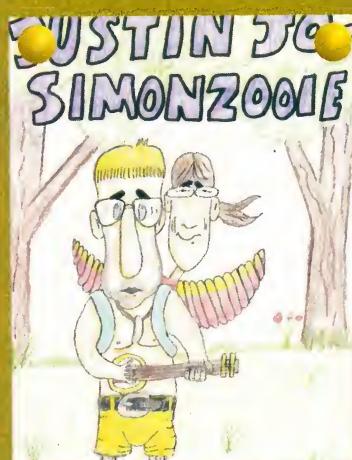
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• GERARD MCDONNELL - AGE 14
CASTLREA



• MICHAEL KNIGHT - AGE 12
CARDIFF



• STEVEN WATSON - AGE 16
LONDONDERRY

FIRE

Those boys at Fire International have really done us proud, for this month and for the foreseeable future. If you're lucky (and talented) enough to have your picture of your favourite N64 character printed in this section of the mag, then you'll win some top prizes! The Star Picture wins an official N64 pad, two Jolt Paks with built-in 1MB memory, two Joypad X-Tender cables and two official N64 keychains. If that's not enough, all the runners-up win a Jolt Pak with 1MB memory and an official N64 keychain! So get those crayons and felt tips out now and get scribbling!



We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive, so keep them coming in.

If you want your artwork to appear on this page, there are a few points to note.

Remember to include your name, address and age (make sure it's written on the back of your work, or else we'll lose it!) and if at all possible, try to use a large envelope so that you don't have to fold the thing too much.

HIGH SCOR

1080° SNOWBOARDING

AIR MAKE

Dominic Floyd - 51900 pts

CRYSTAL LAKE

Jeremy Wendt - 1'03.09
Dominic Floyd - 56650 pts

GOLDEN FOREST

Jeremy Wendt - 1'20.22
Abraham Alzouman - 61109 pts

DRAGON CAVE

Norman Obeseki - 1'26.55
Jeremy Wendt - 79535 pts

HALF PIPE

Matthew Allen Holding - 90504 pts

CRYSTAL PEAK

Jeremy Wendt - 1'28.34
Dominic Floyd - 80320 pts

MOUNTAIN VILLAGE

Jeremy Wendt - 1'31.67
Norman Obeseki - 50552 pts

DEADLY HALL

Jeremy Wendt - 1'09.13
Dominic Floyd - 147801 pts

LYLAT WARS

CORNERIA

Rob Pierce - 275

METEO

Patrick Pfeffer - 431

SECTOR Y

Andrew Robson - 253

KATINA

Tim Kliewer - 327

AQUAS

Andrew Robson - 202

FORTUNA

Arron Taylor - 87

BOLSE DEFENCE

Dimitri Jarazraj - 269

SOLAR

Andrew Robson - 144

ZONESS

Andrew Robson - 347

AREA 6

Greg Ihnatenko - 535

SECTOR X

Patrick Pfeffer - 289

MACBETH

Andrew Robson - 232

AREA 6

Greg Ihnatenko - 535

SECTOR Z

Dimitri Jarazraj - 122

TITANIA

Andrew Robson - 264

VENOM

Andrew Robson - 263

GOLDENEYE 007

DAM

Adam Banister - 00:36

FACILITY

Hashim Shroufi - 00:53

RUNWAY

Hashim Shroufi - 0:15

SURFACE

Jevon Lancaster - 00:50

BUNKER

Peter Fisher - 0:22

SILO

M. Williams - 1:29

FRIGATE

Patrick Laakso - 00:32

SURFACE

Robert Gallagher - 00:53

BUNKER

Jonathan Gane - 00:22

STATUE

Jevon Lancaster - 2:23

ARCHIVES

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STREETS

Jevon Lancaster - 00:44

DEPOT

Peter Fisher - 00:23

TRAIN

Jonathan Gane - 1:41

JUNGLE

Roy Davis - 1:28

CONTROL

Jonathan Gane - 04:58

CAVERN

Peter Fisher - 00:49

CRADLE

Patrick Laakso - 00:48

AZTEC COMPLEX

Jonathan Gane - 03:39

EGYPTIAN TEMPLE

Michael Hartop - 01:02

BE A WINNER WITH TOTAL 64

With great prizes on offer every single month and your name in print, there's even more reason to send in your scores! This month's winner is Alan Dundas for his gaming skills on *Mario Kart* and *Snowboard Kids*.



WINNER
ALAN DUNDAS

RUNNERS-UP
JAREMY WENDT
JONATHAN GANE
PETER FISHER
JOE PERRY



ES



Once again Excitement Direct have done the good deed of sponsoring our High Scores pages, and if you're ever in need of new software and hardware, then look no further than Excitement Direct's advert on page 63 for all the top deals. This month's lucky winner will receive a copy of the game of the year; *Turok 2*, and an Expansion Pak, which is very cool indeed. The four lucky runners are getting a memory pak for their troubles. If you fancy a bit of the prize winning action, then send us evidence of your scores – be it photos or videos – so that we can sift through them and choose five lucky winners. Remember... it could be you!



MARIO KART 64

LUIGI RACEWAY

UK Race	1'29.25	Alan Dundas
UK Lap	0'28.92	Alan Dundas
US Race	1'23.10	George Weif
US Lap	0'26.21	Tim Kliewer

TOAD'S TURNPIKE

UK Race	1'47.69	Alan Dundas
UK Lap	0'33.09	Alan Dundas
US Race	1'51.04	Greg Ihnatenko
US Lap	0'34.05	Greg Ihnatenko

WARIO STADIUM

UK Race	0'22.03	Rob Pierce
UK Lap	0'06.14	Lewis Evans
US Race	1'06.37	George Weif
US Lap	0'05.41	Greg Ihnatenko

DK JUNGLE PARKWAY

UK Race	0'35.01	Rob Pierce
UK Lap	0'05.11	Rob Pierce
US Race	0'34.0	Greg Ihnatenko
US Lap	0'05.70	Greg Ihnatenko

MOO MOO FARM

UK Race	1'22.80	Alan Dundas
UK Lap	0'27.21	Alan Dundas
US Race	1'17.30	Greg Ihnatenko
US Lap	0'26.43	Greg Ihnatenko

FRAPPE SNOWLAND

UK Race	0'28.12	Steven Canuck
UK Lap	0'06.54	Alan Dundas
US Race	0'26.13	Loustarinen Tata
US Lap	0'05.51	G.Weif/G.Ihnatenko

SHERBERT LAND

UK Race	1'59.50	Alan Dundas
UK Lap	0'38.91	Alan Dundas
US Race	1'44.47	Greg Ihnatenko
US Lap	0'34.38	Greg Ihnatenko

YOSHI VALLEY

UK Race	1'24.28	Danny Dunn
UK Lap	0'11.22	Danny Dunn
US Race	1'30.93	Loustarinen Tata
US Lap	0'09.30	George Weif

KOOPA TROOPA BEACH

UK Race	1'29.21	Alan Dundas
UK Lap	0'29.21	Alan Dundas
US Race	1'24.91	Tim Kliewer
US Lap	0'26.70	Greg Ihnatenko

CHOCO MOUNTAIN

UK Race	1'24.34	Steven Canuck
UK Lap	0'27.94	Rob Pierce
US Race	1'24.34	Greg Ihnatenko
US Lap	0'27.80	Greg Ihnatenko

ROYAL RACEWAY

UK Race	2'08.76	Rob Pierce
UK Lap	0'42.28	Rob Pierce
US Race	1'48.73	George Weif
US Lap	0'35.89	George Weif

BANSHEE BOARDWALK

UK Race	2'03.98	Alan Dundas
UK Lap	0'41.26	Alan Dundas
US Race	1'50.70	George Weif
US Lap	0'36.45	Greg Ihnatenko

KALIMARI DESERT

UK Race	2'09.48	Alan Dundas
UK Lap	0'40.28	Alan Dundas
US Race	1'39.14	Tim Kliewer
US Lap	0'32.65	Tim Kliewer

MARIO RACEWAY

UK Race	1'02.63	Steven Canuck
UK Lap	0'20.23	Richard Dunn
US Race	0'57.63	George Weif
US Lap	0'17.96	Greg Ihnatenko

BOWSER CASTLE

UK Race	2'13.49	Alan Dundas
UK Lap	0'44.00	Alan Dundas
US Race	1'58.24	Loustarinen Tata
US Lap	0'39.18	Greg Ihnatenko

RAINBOW ROAD

UK Race	4'18.19	Alan Dundas
UK Lap	1'22.25	Alan Dundas
US Race	4'16.89	Matthew Bailey
US Lap	1'21.69	Greg Ihnatenko

DIDDY KONG RACING

ANCIENT LAKE

UK Race	0'43.05	Justin Marshall
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WALRUS COVE

UK Race	1'40.34	Joe Perry
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FOSSIL CANYON

UK Race	1'11.12	Joe Perry
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CRESCENT ISLAND

UK Race	1'14.31	Richard Dunn
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HOT TOP VOLCANO

UK Race	1'14.54	Joe Perry
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WINDMILL PLAINS

UK Race	1'45.76	Joe Perry
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JUNGLE FALLS

UK Race	0'47.00	Joe Perry
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DARKMOON CAVERNS

UK Race	1'48.90	Joe Perry
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SNOWBOARD KIDS

ROOKIE MOUNTAIN

UK Race	0'26.63	Alan Dundas
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GRASS VALLEY

UK Race	1'42.83	Alan Dundas
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BIG SNOWMAN

UK Race	1'37.73	Robert Gallagher
---------	---------	------------------

DIZZY LAND

UK Race	1'37.43	Alan Dundas
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SUNSET ROCK

UK Race	1'35.40	Alan Dundas
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NINJA LAND

UK Race	0'23.76	Robert Gallagher
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NIGHT HIGHWAY

UK Race	1'32.66	Alan Dundas
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QUICKSAND VALLEY

UK Race	1'36.43	Alan Dundas
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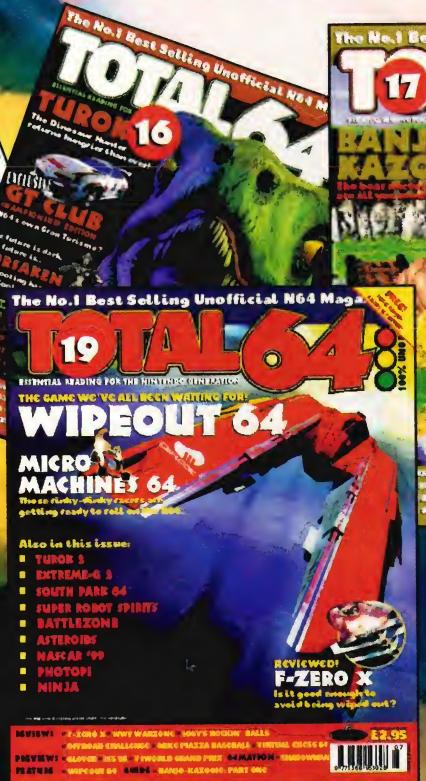
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NEXT MONTH

TUROK 2: SEEDS OF EVIL

64-mations

DUKE NUKEM ZERO HOUR

We zip over to Derby to see how the Duke legacy is shaping up. You'll hear us all shouting from the rooftops: "Come get some!"



Previews

MICRO MACHINES

We've seen the excellent *Penny Racers* in this issue, now we have the grandfather of miniature mayhem. Expect to see extensive coverage next month, we promise...

FIFA '99

Football fans behold, the next instalment of *FIFA* will be kicking its way into *TOTAL 64* in true turf-churning style. Time to mow that lawn!

Reviewed

BODY HARVEST

Played and rated. The body count will surely be high, but will the overall score? Will the '18' rated game get the *TOTAL 64* certificate of approval?

WIPEOUT 64

The Psygnosis game, for the speed junkie, looks set to take the racing genre by storm, but will it fizzle to a soggy stop when coming under our ruthless scrutiny?

TUROK 2

The return of the dinasaur slayer has been anticipated for a long time now. We examine scales and venture deep into the firey breath of what is without doubt Acclaim's prize specimen.

V-RALLY

The hugely popular rally game was a revelation on the PlayStation over a year ago, but has the genre moved on? We take a check under the bonnet to see if the fuel is still in the tank (Lips clearly drives a very peculiar car - Ed.).

STARSHOT

The 3D platformer, once known as *Space Circus*, is now called *Starshot*. The space adventure rockets into our probing laboratory for a full examination and physio session.

Feature

As Christmas is upon us, we give you the lowdown on all that's best on the N64; games, peripherals, the lot. We recommend that you put off writing that Christmas list until you get your grubby mitts on the next exciting edition of *Total 64*!

FREE

32 PAGE BOOK & HUGE POSTER EXTREME-G 2

We spoil you! Not only are we bringing you the stuff already mentioned, but we have a guide to one of the best racers this year, *Extreme-G 2*.

FREE STUFF!

It's much too secret to mention but as it is the season of giving we'll be making sure that *Total 64* is crammed with *compos* and more freebies than Santa could possibly fit into his sack!

DON'T MISS NEXT MONTH'S ISSUE OF *TOTAL 64* - IT CHILLS YOU DOWN TO THE GROUND



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WOKE UP THIS MORNING...

Aaargh! I hear the sound of a deadline a-comin' Phew! Just made it in time to collect my thoughts – a wee tad of reflection is required. What's going on? You must have noticed that over the last couple of months we have been gallantly informing you that certain games will feature in TOTAL 64, but when you buy the mag you find that the titles mentioned are sadly not there. Are we liars? Are we cheats? Of course not! The simple fact is that the developers are scared – they simply don't want their games previewed or reviewed because they know that there is some seriously good N64 software coming out, and their's does not cut the mustard. This is a good thing for TOTAL 64 (because we only cover top quality software each and every month), but more importantly it means that software either gets further development (which means that what was a second rate game might end up actually much better) or the game gets dropped, meaning that you don't have to part with that hard-earned cash on tripe. After a games drought that looked set to hinder the global domination expected from the machine, only now can we truly begin to appreciate the power of the N64 – with games coming out that look every bit as good as they would on the PC, we now know that we are in for the most exciting time on the N64 since its release...

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